



# UNDERSEA SOURCEBOOK

## FEATS & EQUIPMENT



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# INTRODUCTION

The *Undersea Sourcebook* series provides players and Dungeon Masters with everything they need to explore the crashing waves and the vast ocean depths. In this, the second of the series, you'll find feats and items essential to rounding off your character for an undersea or ocean spanning campaign.

The *Feats* chapter includes feats suited to pirates, sailors, underwater explorers, and characters that hail from below the waves. Several additional feats complete the section, and many of the feats can be used in a normal, land based, campaign.

The *Equipment* chapter presents a veritable horde of equipment, including adventuring gear, nautical and undersea weapons, firearms perfect for pirates, new siege weapons and siege weapon ammunition, alchemical items, poisons, concoctions, and 100 new ocean-inspired trinkets.

The *Vehicles* chapter includes full rules for vehicles, expanding on the rules introduced in *Ghosts of Saltmarsh*. New ships, an updated airship, and ship upgrades are included.



## Forthcoming

Production of the next four books in the *Undersea Sourcebook* series is well underway, but there's still time to let us know if you'd like to see anything included in future titles. The best way to reach us is at [contact@risingphoenixgames.com](mailto:contact@risingphoenixgames.com), with the subject line "Undersea Sourcebook Feedback."

Book 1 in the series, *Undersea Sourcebook: Race & Class Guide*, is already available from the Dungeon Masters Guild. It contains many underwater and coastal races, along with classes appropriate to the ocean.

Book 3, *Undersea Sourcebook: Water Magic*, is set to detail spells and magic items, and begins to bridge the gap between player options and Dungeon Master material.

Book 4 is entitled *Undersea Sourcebook: Dungeon Master's Guide*, and explores running underwater and ocean campaigns in more depth. It will include advanced rules for ships, ship combat, advanced rules for underwater combat, and tools to help you run engaging adventures at sea and in the dark depths below.

Book 5 is the *Undersea Sourcebook: Monster Manual*, which includes new monsters to populate the ocean depths.

Book 6, *Undersea Sourcebook: Ocean Adventures*, will focus on ocean and underwater adventures and may include one or two adventures set within the oceans of Faerûn or the Elemental Plane of Water. You'll also find maps of useful locations above and below the waves.

## Playtesting Feedback

It's our belief that you can never have enough playtesting feedback, and, although we try our best to balance our designs and apply strong design principles, there are bound to be mechanics that don't work perfectly. If you have playtesting feedback, please feel free to send it to [contact@risingphoenixgames.com](mailto:contact@risingphoenixgames.com), with the subject "Undersea Sourcebook Playtest." We'll do our best to incorporate meaningful suggestions into updates and later editions of this book.





*In youthful blooming years was I, when I that  
practice took;  
Of perpetrating piracy, for filthy gain did look.  
To wickedness we all were bent, our lusts for to  
fulfil;  
To rob at sea was our intent, and perpetrate all  
ill.*

*I pray the Lord preserve you all and keep you  
from this end;*

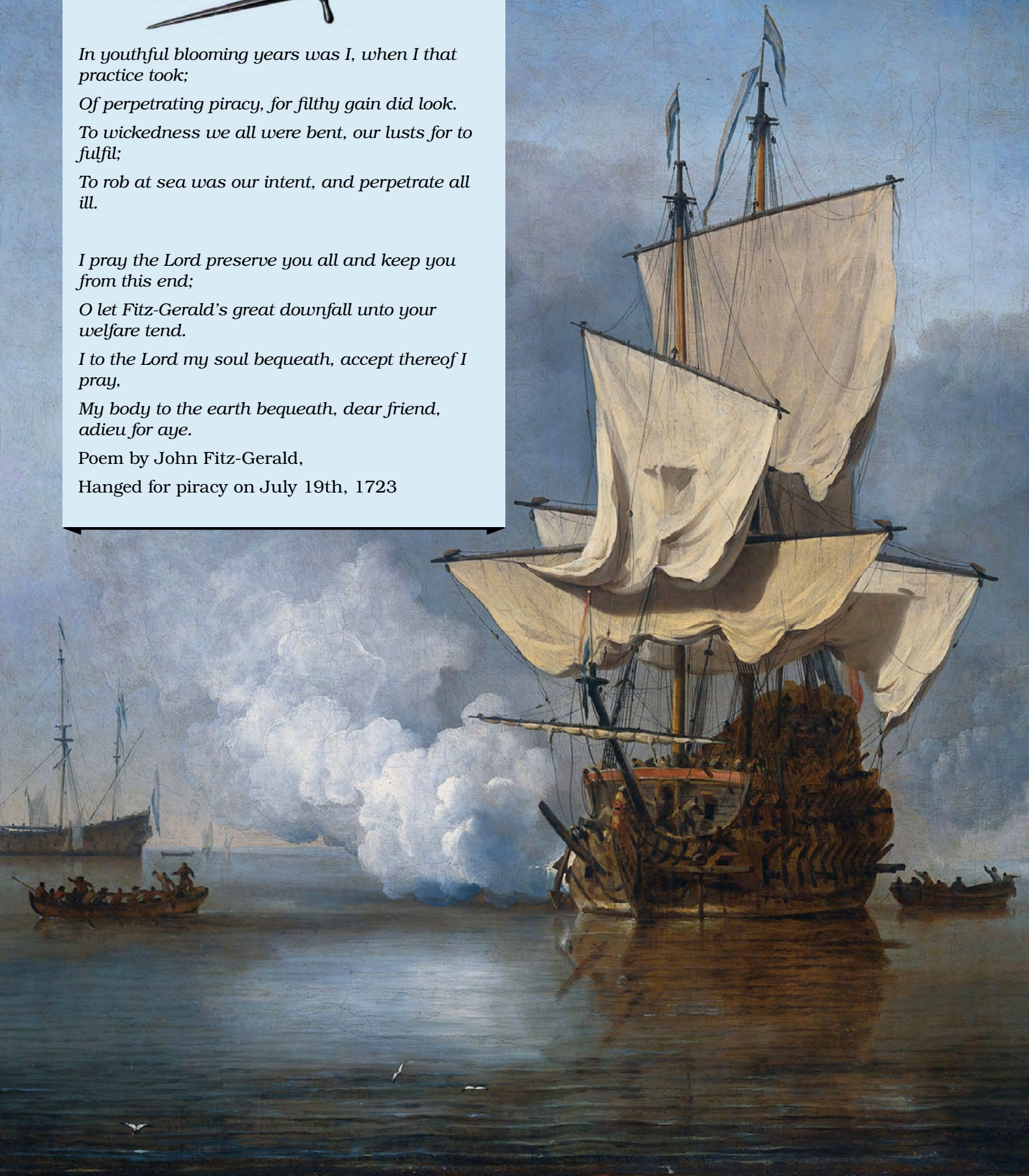
*O let Fitz-Gerald's great downfall unto your  
welfare tend.*

*I to the Lord my soul bequeath, accept thereof I  
pray,*

*My body to the earth bequeath, dear friend,  
adieu for aye.*

Poem by John Fitz-Gerald,

Hanged for piracy on July 19th, 1723





# Feats of the Waves

Kay stepped into the bubble of magic, and, with a pop, it snapped around her body like a second skin of air.

"Thank you, Drulix, this will do nicely."

The dragonborn flared his nostrils and snorted irritably. "Get me that ring. Make no mention of me, and, when this is all done, forget I exist. Then we can both enjoy the rest of our short lives, in peace."

"Peace, Drulix? You're getting soft." Kay picked up her brace of pistols.

"Hmph, call it 'soft' if you will. I prefer the term 'vigilant,' which is just about as good a synonym for 'alive' as ever there was. And yes, the pistols will keep. The magic is good for that. As for firing them underwater, there is said to be an art to that, but it is beyond me."

"Never fear, Drulix, if your merchant won't accept honest coin, then there are other ways, besides violence."

"Honest coin? The infamous Bella Heart speaks of honest coin?" Drulix's dry laugh rattled in his throat. Kay's eyes narrowed.

"Oh, there can't be many sailors with a heart tattooed on their neck who'd fall in with the likes of Drulix the Deceiver." The dragon said.

"I came for the magic, the gold, and the many tricks you've taught me." Kay slid the pistols into her sash and stepped onto the port-side gunwales of *The Widow of Waterdeep*. "I'm off for a swim."

"Good hunting, and good luck."

"I've no need for it; I make my own." With that Kay turned and plunged into the azure sea.

From pirate infested seaports to the churning waves and the dark depths below, heroes make a name for themselves with sharp skills and a sharper blade. The following feats offer a wide range of possibilities for your character. Whether your campaign focuses on the piratical, on underwater adventure, or you're just looking for new options to expand on those in the core rules, you'll find plenty to choose from here.

## Able Seaman

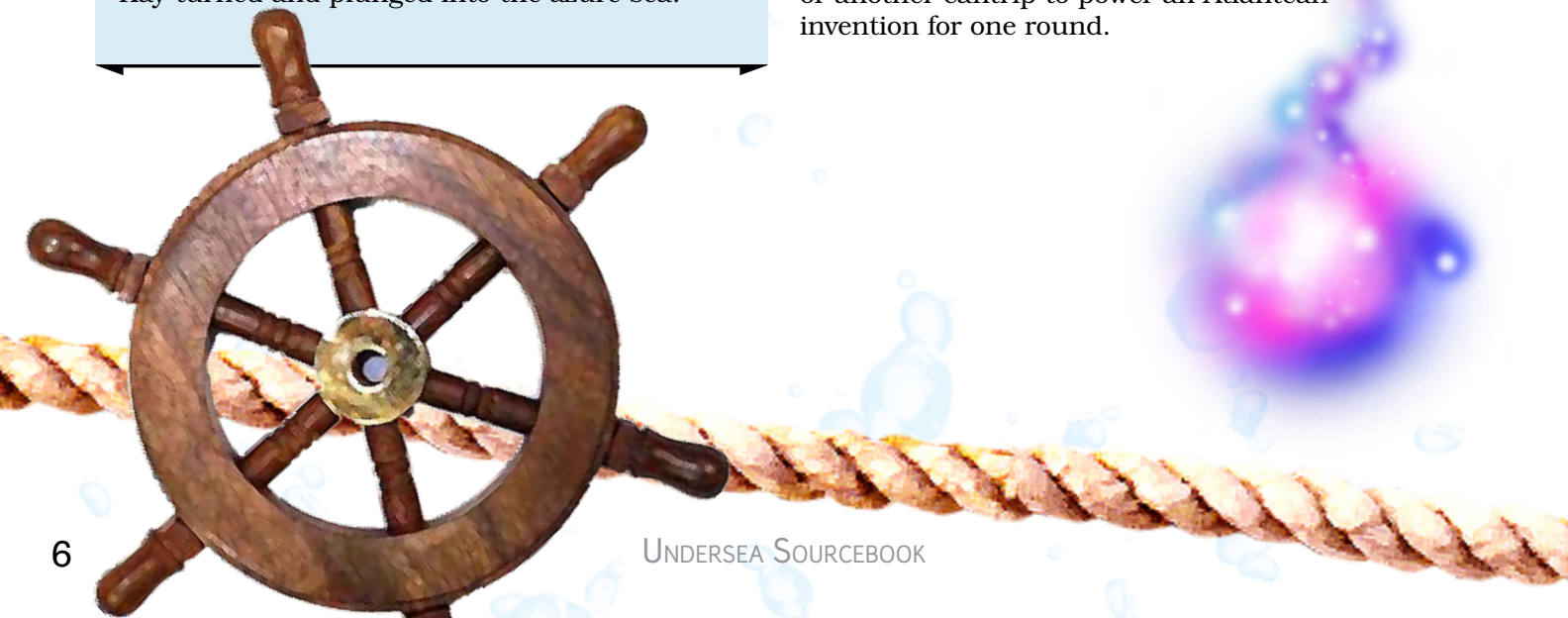
Your years at sea have turned you into an accomplished sailor, and you are able to advise others in the efficient handling of a ship. You gain the following benefits:

- You count as three crew for the purposes of crewing a ship.
- You can choose a number of allies equal to your proficiency bonus that are on the same ship you are on. They each count as two crew members for the purpose of crewing a ship.
- If you are at the helm of a ship, the ship can make one additional 90 degree turn when it moves. You can use this ability again after a short or long rest.

## Atlantean Spark

*Prerequisite: The ability to cast at least one spell*

You have spent time among the people of the once lost undersea race of Atlanteans. You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it. You can, as a free action, expend a use of this or another cantrip to power an Atlantean invention for one round.



## Bounty Hunter

---

You have dedicated your life to hunting down pirates and other ne'er-do-wells and bringing them to justice. You can designate one creature as your bounty. You have advantage on Wisdom (Insight) and Intelligence (Investigation) skill checks relating to that creature. When you make a Dexterity check to determine the initiative order in combat against your bounty, you gain temporary hit points equal to twice your proficiency bonus. These temporary hit points last until your bounty is slain or falls unconscious, or until you take a short or long rest. You can only have one bounty at a time, and you may designate a new bounty after a short or long rest.

## Blaggard

---

*Prerequisite: Cannot be good aligned*

You have garnered a reputation as a villainous scoundrel. You gain the following benefits:

- You gain proficiency with the Charisma (Intimidation) skill.
- When you make a Charisma (Intimidation) skill check against a good aligned character, you add double your proficiency bonus to the check.
- You can, in a city or town, maintain a comfortable lifestyle by extorting the local populace. This counts as practicing a profession as a downtime activity.

## Carpenter Surgeon

---

Onboard a ship, you must make do. Nowhere is this truer than when it comes to emergency surgery on the high seas. As a ship's carpenter, you've learned to use your woodworking tools to amputate limbs and perform other types of surgery. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- If you are proficient with carpenter's tools, you can use them to stabilize a creature that has 0 hit points, without needing to make a Wisdom (Medicine) check.
- You have advantage on Wisdom (Medicine) skill checks made to treat or identify wounds.



## Cutlass and Pistol

---

You have trained to effectively use a sword and pistol together in combat. You gain the following benefits:

- You can engage in two-weapon fighting using light melee weapons and light ranged weapons. When you do, you can add your ability modifier to the damage of the second attack.
- Pistols are light weapons for you.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls with light ranged weapons.

## Deck Fighter

---

You are used to working and fighting on a pitching ship's deck, and gain the following benefits:

- You have advantage on attack rolls when attacking from a moving vehicle, or when attacking another creature if both of you are on a moving surface, such as a ship's deck.
- While on a moving vehicle or surface, you gain a +1 bonus to AC.
- You have advantage on saving throws to avoid falling prone due to sudden movements of the surface you are standing on.

## Deep Explorer

---

You have spent time studying lost ancient cultures of the oceans by wading through dusty tomes, exploring submerged ruins, and using magical means to speak with those long forgotten. You gain the following benefits:

- You have advantage on Intelligence (History) skill checks made to recall facts about drowned civilizations, sunken cities, and cultures of ocean humanoids.
- You can speak Aquan and two other languages chosen from Atlantean, Draconic, Primordial, Sa-huagin, Sylvan, or Undercommon.
- You have advantage on saving throws against magical traps.

## Diver

---

You are adept at diving into water or under waves. You gain the following benefits:

- When you move into water, you gain a swimming speed equal to your speed until the end of your next turn. If you already have a swimming speed, it increases by 10 feet until the end of your next turn.
- You do not need to make Strength (Athletics) checks when swimming through nonmagical waves.
- You can hold your breath for 5 minutes longer than normal.

## Dockside Brawler

---

You know how to handle yourself in rough, dockside neighborhoods, and, when fists inevitably fly, you're capable of handling yourself in any brawl. You gain the following benefits:

- You deal 1d6 damage with improvised weapons, instead of 1d4 damage.
- You are proficient with all improvised weapons, even ones that do not resemble weapons you are proficient with.
- Your unarmed strikes deal 1d4 bludgeoning damage instead of 1.
- When you are wielding an improvised weapon or are unarmed, you add your proficiency bonus to Dexterity checks for determining initiative order.

## Dreadnaught

---

*Prerequisite: Proficiency with heavy armor*

You are a nearly unstoppable, heavily armored force when charging into combat. You gain the following benefits:

- While you are wearing heavy armor, if you move at least 10 feet in a straight line immediately before using an action to make a melee attack, you can, as a bonus action, make a Strength (Athletics) skill check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) skill check. If you succeed, the target is knocked prone.
- You have a +1 bonus to AC against reactions triggered by your movement.

## Duelist

---

As an experienced duelist, you're able to gain an edge early in combat, and gain the following benefits:

- You gain a +5 bonus to initiative if you are not surprised.
- If you are tied with another creature for initiative, you go first.
- After the DM has determined the position of all characters in a combat, if you are not surprised, you may move 5 feet as a reaction. This movement does not trigger attacks of opportunity.

## Fluid Ki

---

*Prerequisite: Ki class feature*

You have mastered the ability to channel your ki into other creatures to provide regenerative aid. You gain the following abilities:

- As an action, you can spend a ki point to heal 1d6 hit points to yourself or another creature you are touching.
- As an action, you can transfer a number of ki points, up to your proficiency bonus, to another creature that you are touching, if it also uses ki points. You cannot transfer more ki points than would bring the creature over its ki point maximum.
- You can, as an action, spend 2 ki points to provide yourself or a creature you are touching with enough sustenance to survive for one day.

## Frogman

---

You've trained to move through water with silent grace, remaining undetected. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You gain proficiency in the Dexterity (Stealth) skill. When you are in water, you double your proficiency bonus on Dexterity (Stealth) skill checks made against creatures not in water or at least 60 feet away from you.
- You can hold your breath for an additional 5 minutes if you don't move or do anything more taxing than listening and watching.



## Gunnery

You have trained with siege equipment. You gain proficiency in siege equipment and can add your proficiency bonus to attack and damage rolls you make with siege equipment.

You gain proficiency with carpenter's tools or smith's tools, and you may use an action to perform field repairs with the appropriate tools, which repair 1d6 hit points of damage sustained by siege equipment. You can use this ability again after a short or long rest.



## Harpoon Hunter

Thanks to years of practice with a harpoon, you gain the following benefits:

- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- When you use the Attack action and attack with a one-handed weapon, you can use a bonus action to attack with a harpoon you are holding.
- You can reload a ballista as a bonus action.

## Hooked Hand

You suffered the loss of one of your hands, which has been replaced with a hook. You gain the following benefits and penalties:

- You take a -2 penalty on attack and damage rolls with two-handed weapons.
- You cannot use two weapons at once.
- Your hook counts as a light melee weapon with the finesse property that deals 1d4 piercing damage. A target hit by your hook is grappled. You are proficient with your hook and you add your ability modifier to the damage dealt with it.
- You can use your hook to hang from a ledge, branch, rail, or similar structure without tiring.

## Map Maker

You have learned to create accurate maps to navigate by. You gain the following benefits:

- Increase your Wisdom or Intelligence score by 1, to a maximum of 20.
- You gain proficiency with the Intelligence (Nature) and Wisdom (Survival) skills.
- As long as you spend an hour a day mapping out your route, you have advantage on checks and saving throws to avoid becoming lost and to determine the safest route through a region.



## Net Fighter

You have mastered the use of nets in combat, gaining the following benefits:

- You are proficient with nets.
- While you are wielding a net, you gain a +2 bonus to your Armor Class, as if you were using a shield. You are proficient in using a net this way, even if you are not proficient with using a shield.
- When a creature attacks you with a melee weapon attack, you can use your reaction to attempt to disarm the creature if you are holding a net. Make an attack roll contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check. If you win the contest, the attacking creature's weapon comes away in your net. You have disadvantage on your attack roll if the attacking creature is holding the item with two or more hands, or if the creature is larger than you. You have advantage on the attack roll if the creature is smaller than you.

## Nimble Tactician

*Prerequisite: Proficiency with the Acrobatics skill*

You have learned to perform exceptional maneuvers to outwit your foes in combat. You gain the following advantages:

- Double your proficiency bonus with Dexterity (Acrobatics) skill checks.
- Standing up from prone does not cost you any movement.
- If you are wearing light armor or no armor, you gain a +1 bonus to AC against attacks made by creatures you are aware of.

## Ocean Diplomat

You have spent time among the various humanoid races that inhabit the oceans, and have learned their traditions, customs, and languages. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You have advantage on Charisma (Persuasion) skills checks made when dealing with humanoid underwater races.
- You can speak Aquan and two other languages chosen from Atlantean, Draconic, Primordial, Sahuagin, Sylvan, or Undercommon.

## One-Eyed Shooter

You lost an eye during a battle at sea but have since learned to compensate for your loss. You gain the following benefits and penalties:

- You suffer a -2 penalty on melee attack rolls.
- You have advantage on ranged attack rolls.
- Your increased accuracy with ranged weapons makes you more deadly. When you score a critical hit with a ranged weapon, you may add twice your proficiency bonus to the damage dealt.

## Peg Leg

A violent misfortune at sea cost you a leg. Although maimed, you've learned to live with your impediment and gain the following benefits and penalties:

- Your walking speed is reduced by 10 feet, to a minimum of 10 feet.
- You have advantage on Charisma (Persuasion) checks when dealing with other sailors.
- When you spend an evening in a tavern or meeting place frequented by sailors, you hear various rumors regarding local shipping. The DM must pepper these rumors with three pieces of information relevant to you, above and beyond those you might have gained from a skill check made to gather information.





## Sea Legs

---

You are adept at moving with the rhythm of the waves, and gain the following benefits:

- You have advantage on Dexterity based checks to avoid falling or landing prone while on board a ship or other moving surface.
- You have advantage on Strength (Athletics) checks for swimming and climbing.

## Sea Speaker

---

You have studied the behavior of sea creatures, and learned how to communicate with them. You gain the following benefits:

- You have advantage on Wisdom (Animal Handling) when dealing with underwater beasts.
- You have advantage on Intelligence (Nature) checks made to identify or recall facts about underwater creatures and plants.
- Underwater creatures that are not hostile to you will readily offer you aid, unless doing so would put them in immediate danger.

## Shipwright

---

You have learned the art of ship building and ship repair. You are proficient with shipwright's tools. If you have shipwright's tools, you can use an action to repair a ship's hit points equal to 1d6 + your proficiency bonus. You can use this ability again after a long rest.

## Spear Catcher

---

*Prerequisite: Dexterity 13 or higher*

You have learned to catch thrown weapons in mid air. When you are the target of a thrown weapon, if you have a hand free, you can, as a reaction, make a Dexterity saving throw against the attack roll of the creature attacking you. If you succeed, you catch the weapon and take no damage. You cannot use this ability to catch weapons that are sized for creatures larger than you, or to catch weapons thrown by creatures you are not aware of.

## Sprinter

---

*Prerequisite: Strength 13 or higher*

You have trained to be fast in short bursts. You gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- When you use the Dash action, your speed increases by 10 feet.
- You can choose to automatically pass a Constitution saving throw to avoid exhaustion caused by nonmagical circumstances. You can do so again after a long rest.

## Storm Caller

---

*Prerequisite: The ability to cast at least one spell that deals lightning damage*

Spells you cast that deal lightning damage are more deadly than normal. Step up the damage dice of your spells which deal lightning damage (a d6 becomes a d8, a d8 becomes a d10, and so on), to a maximum of d12. In addition, when you roll damage with a lightning spell, you can treat any 1 on a damage die as a 2.

## Street Smarts

---

You are used to surviving on the streets, relying on your wits and wiles to thrive. You gain the following benefits:

- Increase your Wisdom or Charisma score by 1, to a maximum of 20.
- You gain proficiency in the Wisdom (Insight) skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.

## Swimmer

---

Years in the water have turned you into a strong swimmer. You gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- You can hold your breath for 5 minutes longer than normal.
- You have a swimming speed equal to your base speed – 10 feet. If you already have a swimming speed, it increases by 5 feet.

## Underwater Minstrel

---

*Prerequisite: Proficiency with a musical instrument*

You have perfected the technique of playing musical instruments under water. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You can play any musical instrument you are proficient with underwater.
- By taking 5 days of downtime to work on a musical instrument you are proficient with, you can modify it to work underwater. Such an instrument costs double the price if sold and is not damaged by prolonged exposure to water.

## Water Magic

---

*Prerequisite: The ability to cast at least one 3rd level spell*

You can cast *create food or water* three times, without expending a spell slot, but only to create water. You can cast one each of *create or destroy water*, *water breathing*, and *water walk* without expending a spell slot. If you cast the *control water* spell, you can double the duration and range of the spell. If you cast *conjure minor elementals* to create a water-based elemental, you create one additional elemental of challenge rating 1/4 or lower. You regain the use of spells granted by this feat after a long rest.

## Water Marksman

---

You have trained with ranged weapons underwater and have developed techniques to improve their effectiveness in the deep. You gain the following benefits:

- The normal range of a ranged weapon, other than a sling, is 10-feet longer for you. The weapon's long range remains the same.
- You do not suffer the normal disadvantage on ranged attacks made

with ranged weapons underwater, except with slings. You still have disadvantage with thrown weapons such as hand axes and light hammers.

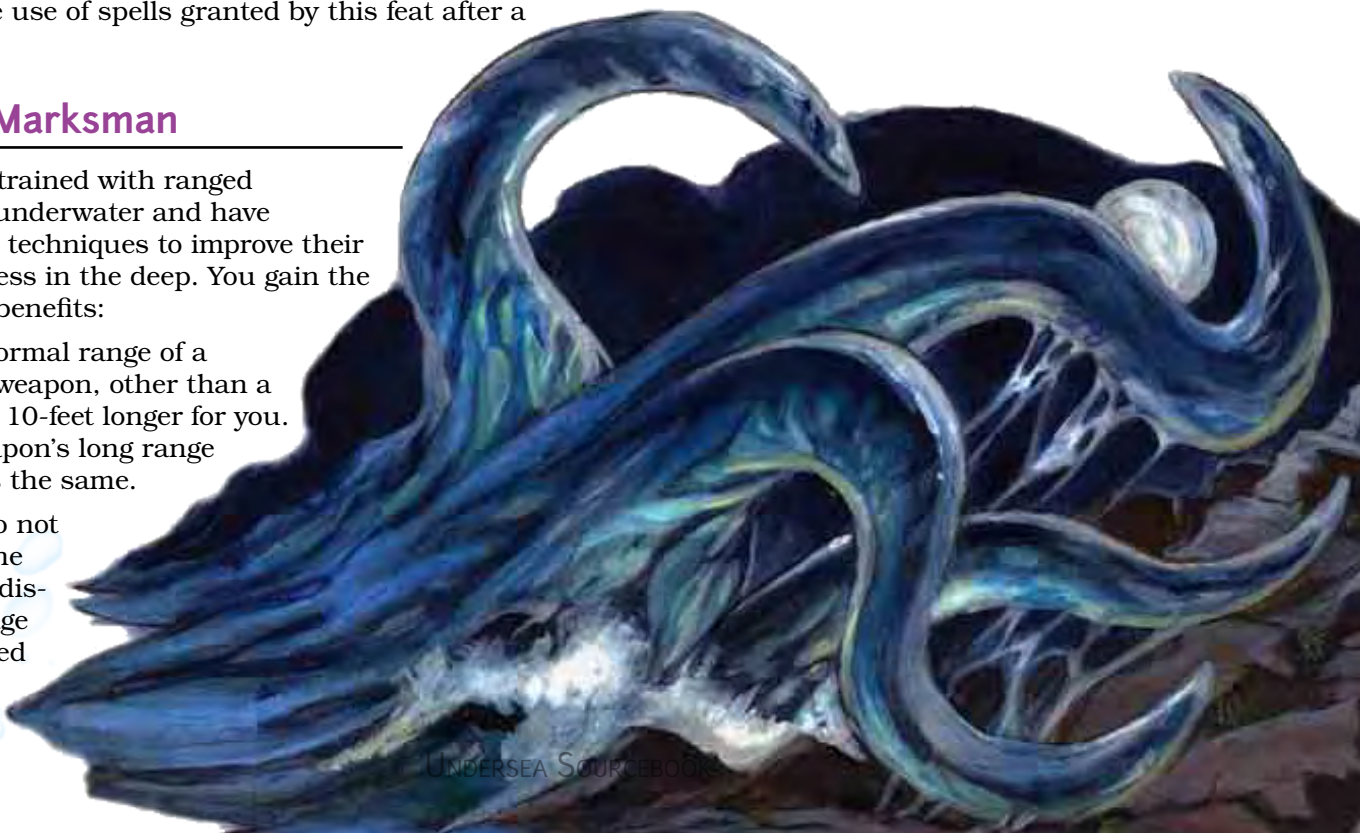
- During a long rest, you can prepare a single firearm to fire one shot under water. If you roll a natural 1 on an attack roll with such a specially prepared firearm, it is destroyed.

## Wind Watcher

---

You have learned to read the wind and other weather signs, which grant you the following benefits:

- You can accurately predict the general conditions of nonmagical weather up to 24 hours in advance.
- You can accurately predict specific weather conditions 30 minutes before it occurs.
- While in the open, you always know the direction of True North.
- You have advantage on skill checks involving nonmagical wind.
- You can determine if elements of the weather are magical or not, or if the current weather was caused through magical means. This ability does not tell you anything more about the source of the weather, only if it was magical or not.







## CHAPTER 2: EQUIPMENT

Kay drifted towards the Bazaar of Pearls, carried unerringly on the magical currents that swept towards the sunken market. She tipped her tricorn hat to passersby, who seemed unperturbed by the bobbing, water breathing human. As she reached the first of the stalls it was easy to see why. Goods from near and far, from below and above the waves, filled the vendor's shelves. There were magical air bubbles preserving confectionaries and baked goods impossible to produce underwater, bottles of strange elixirs concocted in the deep by tentacled deep-merfolk, shells bigger than her head in pinks and purples, and harvested seaweed of every hue. Of the many treasures, there were many beyond her knowledge or comprehension, creations from a land beyond her ken. There were treasures, great and small, kept under the watchful eye of hulking merfolk guards or the odd coral golem.

But it was magic that Kay sought.

The stalls crowded closer together as she got closer to the heart of the bazaar. Merfolk, naiads, and undine brushed past her as the throng moved slowly along.

Suddenly, a small silver fish bumped into her cheek, sending a ripple through the magical aura surrounding her. Then it bumped her cheek again and swam off a short distance. Kay made to follow. The fish darted ahead, and Kay had to swim hard, pushing through the crowds to keep it in view. The crowd was everywhere, swimming above and below her, so she worked her way up into the sunlit shallows, with the silver fish circling a few feet from her now.

She followed the fish for a few yards before she realized she was being followed.

There were two of them, moving swiftly after her through the quieter stalls of the shallows. One wore a robe of kelp, and had a shark's tail and powerfully muscled legs. The other was smaller, with a blue-scaled snout sticking out of a dark ray skin hood. Kay darted away from the fish, down an ally of tall coral towers lined with more vendors and their goods, but the silver fish was in front of her in the blink of an eye, making short darting lunges in the opposite direction.

"Fine fish, have it your way, but fast." The fish was a twinkling blur, but Kay swam hard after it, cutting back across the path of her pursuers. Suddenly she noticed a change in the current, which seemed to pull her along after her guide.

Suddenly the shark-tailed pursuer came around the bend in front of her, his kelp robe in his hands, revealing his shark face and rows of triangular teeth. He threw the robe out, and it opened up as a net. Kay drew her rapier and slashed in one fluid movement, cutting the net in two. She ducked under the shark-man's fist, then drew her pistol.

"Har, that'll do ya no good here, lass." The shark-man growled.

Kay grinned, and fired. The shark-man shrieked in pain.

"Trust an alchemist to find a waterproof concoction for black powder." Kay said.

The blue-scaled pursuer found them then, and had a wickedly barbed harpoon out. Kay parried his lunge, then kicked, her heel sticking the creature's sternum with a dull crack. She swam out, darting back into the crowd that had gathered for the spectacle. Soon she was around the corner, following the intriguing little fish.

This chapter presents a veritable horde of equipment, including adventuring gear, nautical and undersea weapons, firearms perfect for pirates, new siege weapons and siege weapon ammunition, alchemical items, poisons, concoctions, and 100 new ocean inspired trinkets.

Merfolk use what they find in the ocean or what they can salvage from shipwrecks and sunken cities. As such, they are more likely to trade items than to sell them for coin, and the price given for each item reflects its relative worth.

Items from the lands above the waves might be worth as much as double their price to merfolk, depending on the item's usefulness in an ocean environment. A sheet of paper, for example, might be worth a gold coin to an underwater wizard with the means to protect and use it, but to most merfolk is worthless.

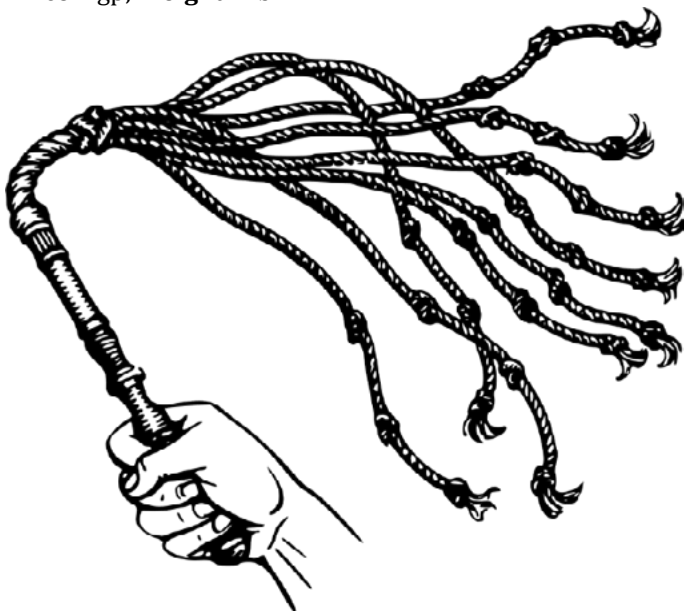


# Weapons

The following weapons are commonly used by merfolk, sahuagin, and other ocean races, while some of the weapons are favored by sailors and pirates.

## Cat-o'-Nine-Tails

Price 2 gp; Weight 2 lb.



This short whip is made of nine lengths of knotted cord or leather. A cat-o'-nine-tails deals no damage to a creature wearing armor. A cat-o'-nine-tails is often used on ships as a form of punishment, and a sailor must make the "cat" for their own back. Fresh rope is used to prevent contaminating the wounds the whip will cause.

## Cutlass

Price 10 gp; Weight 2 lb.

This short sword is designed for slashing and is a favorite weapon of sailors who must fight in the cramped spaces on board a ship.

## Bayonette

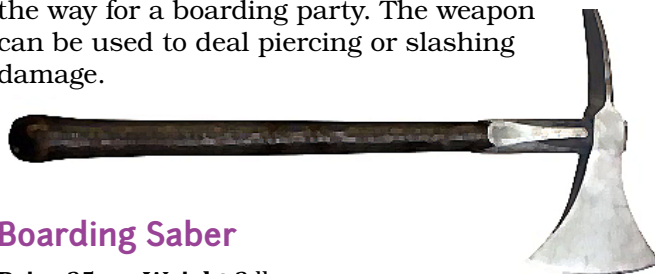
Price 4 gp; Weight 1 lb.

This straight blade is attached to the end of a firearm or crossbow to turn it into a close-combat weapon. It can also be used as a dagger, and has the same statistics when used as one.

## Boarding Axe

Price 6 gp; Weight 2 lb.

This specialized axe has a hook on one end. Boarding axes are used to cut through ropes and netting, to rip open cabin doors and windows, and pull on ledges, rigging, and railing to clear the way for a boarding party. The weapon can be used to deal piercing or slashing damage.



## Boarding Saber

Price 25 gp; Weight 2 lb.

This curved sword is a shorter version of the saber, and is useful for close combat in the cramped spaces of a ship.

## Boat Hook

Price 1 gp; Weight 3 lb.

This pole has a hook for pulling a ship closer and a blunt end for pushing it away. When making an attack with a boat hook, you can choose to use the hook to deal piercing damage, or the blunt end to do bludgeoning damage. Instead of doing damage, you can attempt to trip a creature you hit with a boat hook by succeeding at a Strength (Athletics) check contested by its Dexterity (Acrobatics). If you succeed, the creature falls prone.

## Eku

Price 10 sp; Weight 5 lb.

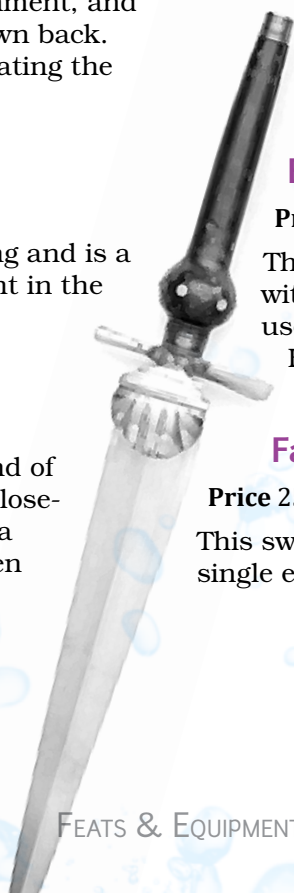
This oar has been slightly modified to withstand the rigors of combat. It can be used to row a Huge or smaller water vehicle.

Because of its subtle modifications, it is difficult to tell if an eku is a weapon or not.

## Falcata

Price 25 gp; Weight 3 lb.

This sword has a forward-curving blade with a single edge.



## Harpoon

**Price** 2 gp; **Weight** 4 lb.

This weapon consists of an iron or bone spike attached to a length of rope or woven kelp. As an action, a Large or smaller creature hit by a harpoon can be pulled 20 feet towards you if you succeed on a Strength contest against the creature. The target or a creature in melee range can use an action to remove the barb, dealing 1d6 slashing damage to the target. A successful DC 15 Wisdom (Medicine) check is required to remove the barb without dealing damage. Retrieving an unattached harpoon is an action.

## Hoeroa

**Price** 5 cp; **Weight** 1/4 lb.

This long, thin throwing weapon is made from bone or wood. It can be used as a club.

## Kelp-Net Coat

**Price** 2 gp; **Weight** 3 lb.

This coat is made of knotted, living kelp. When worn, the coat provides a +2 bonus on Dexterity (Stealth) checks when the wearer is hiding or moving through kelp forests. The coat can be removed, as an action, and used as a net.

## Kukri

**Price** 8 gp; **Weight** 2 lb.

This forward-curving blade is about a foot long.

## Machete

**Price** 10 gp; **Weight** 3 lb.

A machete is designed for chopping through vines, bamboo, and branches, but can also be used as a weapon.

## Marlingspike

**Price** 1 gp; **Weight** 1 lb.

This tool is used for working with rope, but doubles as an effective stabbing weapon.

## Pouwhenua

**Price** 4 gp; **Weight** 3 lb.

This polearm is made of heavy hardwood, sharpened at one end and with a rounded blade at the other end. Pouwhenua are often decorated with carvings of sea creatures.

## Punching Dagger

**Price** 2 gp; **Weight** 1 lb.

The blade of the punching dagger points out from the wielder's fist, allowing them to get more power behind strikes made with the weapon than with a normal dagger.

## Saber

**Price** 30 gp; **Weight** 3 lb.

This curved sword is longer than a scimitar, with a thinner blade. Some have basket guards for protecting the wielder's hand.

## Sharktooth Club

**Price** 5 gp; **Weight** 4 lb.

This paddle-shaped club is studded with shark teeth along its narrow edges. A sharktooth club deals 1d8 slashing damage against unarmored targets, including rope or canvas. If you roll a natural 1 on an attack roll with a sharktooth club it is destroyed.

## Sharktooth Sword

**Price** 10 gp; **Weight** 2 lb.

This short sword's blade is lined with shark teeth. The sword is made from hard wood or bone. A sharktooth sword deals 1d8 slashing damage against unarmored targets, including rope or canvas. If you roll a natural 1 on an attack roll with a sharktooth sword it is destroyed.



## Wahaika

**Price** 6 gp; **Weight** 2 lb.

Usually made from whalebone or wood, this bladed club is usually decorated with images of fish and ocean deities. Some variants have a notch for catching an opponent's weapon.



## OCEAN AND UNDERSEA WEAPONS

Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Boat hook	1 gp	1d4 piercing or bludgeoning	3 lb.	Versatile (1d6), special
Cat-o'-nine-tails	2 gp	1d4 slashing	2 lb.	Light, special
Kukri	8 gp	1d6 slashing	2 lb.	Finesse, light
Machete	10 gp	1d6 slashing	3 lb.	—
Marlingspike	1 gp	1d4 piercing	1 lb.	Finesse, light
Punching dagger	2 gp	1d4 piercing	1 lb.	Light
<i>Martial Melee Weapons</i>				
Bayonette (attached)	4 gp	1d6 piercing	1 lb.	Special, versatile (1d8)
Bayonette (unattached)	4 gp	1d4 piercing	1 lb.	Finesse, light, thrown (range 20/60)
Boarding axe	6 gp	1d6 slashing or piercing	2 lb.	Light, thrown (range 20/60)
Boarding saber	25 gp	1d6 slashing	2 lb.	Finesse, light
Cutlass	10 gp	1d6 slashing	2 lb.	Finesse, light
Eku	10 cp	1d6 bludgeoning	5 lb.	Special, versatile (1d8)
Falcata	25 gp	1d6 slashing	3 lb.	Finesse, light
Harpoon	2 gp	1d6 piercing	4 lb.	Light, special, thrown (range 20/60)
Hoeroa	5 cp	1d4 bludgeoning	1/4 lb.	Thrown (range 20/60), versatile (1d6)
Pouwhenua	4 gp	1d6 slashing or piercing	3 lb.	Versatile (1d8)
Saber	30 gp	1d8 slashing	3 lb.	Finesse
Sharktooth club	5 gp	1d6 bludgeoning	4 lb.	Special
Sharktooth sword	10 gp	1d6 slashing	2 lb.	Finesse, light, special
Wahaika	6 gp	1d6 bludgeoning	2 lb.	—
<i>Martial Ranged Weapons</i>				
Kelp-net coat	2 gp	—	3 lb.	Special, thrown (range 5/15)

# Firearms

Firearms play an important part in ship to ship combat. Historically, the pistol, musket, and the musketoon—a favored boarding weapon among pirates—were a staple of the sailor's arsenal during the golden age of piracy. Older weapons, such as the firelance and fireworks, would not be out of place in a fantasy campaign, especially one where alchemists dabble in creating explosive black powder. A number of new firearms are presented below, in addition to the renaissance firearms introduced in the *Dungeon Master's Guide*. Weapon properties applicable to firearms, including the new 'bulky' weapon property, are included for easy reference, as are new optional rules for misfires, which are useful for balancing the introduction of firearms into your campaign.

## Properties

Firearms use special ammunition, and some of them have the burst fire, bulky, or reload property.

**Ammunition.** The ammunition of a firearm is destroyed upon use. Firearms listed here use bullets and gunpowder, but your DM may choose to forgo the use of gunpowder for the sake of simplicity.

**Bulky.** A weapon that has the bulky property is unbalanced and difficult to aim. Attack rolls with a bulky weapon suffer a -2 penalty.

**Burst Fire.** A weapon that has the burst fire property can make a normal single-target attack, or it can spray a 10-foot-cube area within normal range with shots. Each creature in the area must succeed on a DC 15 Dexterity saving throw or take the weapon's normal damage. This action uses ten pieces of ammunition.

**Reload.** A limited number of shots can be made with a weapon that has the reload property. A character must then reload it using an action or bonus action (the character's choice).

## Firearms

Many of the firearms below might be associated with the Renaissance, while weapons such as the firelance and fireworks were in use even earlier. Complex weapons, such as those with rotating barrels or firing mechanisms more advanced than flintlock and matchlock triggers, are far more expensive than typical firearms. A number of firearms are combination weapons, such as the axe musket and buckler gun.

### Alchemist's Rifle

**Price** 2,000 gp; **Weight** 10 lb.

This wide-barreled musket fires canisters of alchemist's fire. A target hit by the cartridge takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.



### Axe Musket

**Price** 520 gp; **Weight** 12 lb.

This musket has an axe head at the end of its barrel and can be used as a battleaxe.

### Blunderbuss

**Price** 450 gp; **Weight** 8 lb.

This musket has a flared barrel which can be loaded with a single bullet or pellets, including shards of glass and nails.

### Buckler Gun

**Price** 300 gp; **Weight** 6 lb.

This small shield is fitted with a pistol pointing through the center of it. It confers the normal +2 bonus to Armor Class that a shield provides and can be fired as a pistol. It is normally used in the off hand and suffers the normal penalties for two-weapon fighting.





## Firelance

**Price** 75 gp; **Weight** 12 lb.

This tube uses gunpowder to propel arrows. It can be loaded with 10 arrows to use the burst fire weapon property.

## Firework

**Price** 50 gp; **Weight** 1 lb.

This single-use rocket is useful for signaling, illuminating areas at night, or for attacking flammable targets. It is usually fired from a rod or tube fixed into the ground, but can be fired from the hand, and is fired by lighting a short fuse. A firework fired into the air at night sheds bright light in a 60-foot radius and dim light for an additional 60 feet, for 3 rounds. A flammable target (such as one made mostly of wood) hit by a firework takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.



## Musket

**Price** 500 gp; **Weight** 10 lb.

This single-shot firearm uses a matchlock or flintlock trigger to ignite gunpowder in the weapon's long barrel. The gunpowder then explodes, firing a bullet of lead at high speed towards the target. The musket's long barrel gives it a greater range than the pistol.



## Musketoön

**Price** 450 gp; **Weight** 8 lb.

The musketoön has a shorter barrel than a musket, limiting its range but making it easier to use in the cramped confines of a ship.



## Pepperbox

**Price** 2,000 gp; **Weight** 4 lb.

The pepperbox is a pistol with four barrels that rotate as the weapon is fired, allowing for a quick succession of shots. Each barrel must be individually loaded. Because of the complexity of the weapon it is expensive to manufacture.



## Pistol

**Price** 250 gp; **Weight** 3 lb.

This firearm is a hand-held version of the longer musket. Sailors commonly carry multiple pistols when preparing for a boarding action or attack, because of the time required to reload them.

### Misfire — Optional Rule

If you roll a natural 1 when making an attack roll with a firearm or other gunpowder weapon, it misfires. Roll 1d20 again. If the second result is also a 1, the weapon is destroyed and deals 3d6 fire damage to creatures within 10 feet of it, or 7d6 fire damage if it is a Large or larger weapon such as a cannon. If the firearm is not destroyed, any gunpowder loaded into the weapon is still destroyed and the weapon must be cleared, as an action, then reloaded, before it can be used again.





### Powder Flask or Horn

**Price** 35 gp; **Weight** 2 lb.

This water resistant container holds enough gunpowder for 20 shots. Setting fire to a powder flask or horn can cause it to explode, dealing 3d6 fire damage to creatures within 10 feet of it. A successful DC 12 Dexterity saving throw halves the damage.

### Sword Cane Pistol

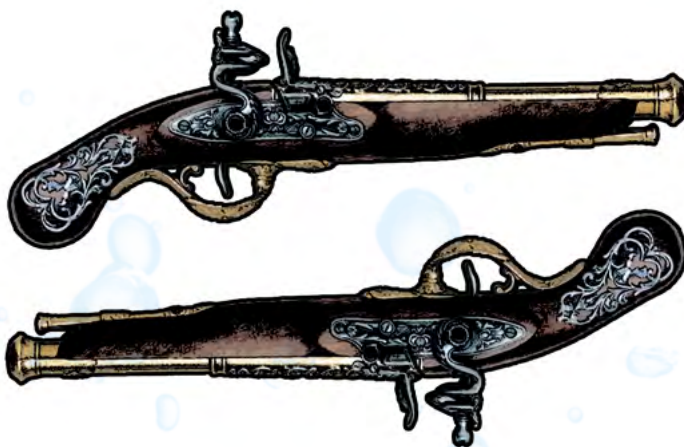
**Price** 750 gp; **Weight** 3 lb.

This combination weapon includes a small pistol and shortsword combination hidden within an elegant walking cane, with the pistol's grip forming the handle of the cane. The pistol-sword can be drawn from the cane as a bonus action on your turn.

### Trigun

**Price** 2,500 gp; **Weight** 15 lb.

This three-barreled weapon has a complex trigger mechanism, allowing for each barrel to be fired in quick succession. The trigun was first developed for use against undead hordes, and is a rare weapon often custom made for wealthy witch hunters. Because of its weight it is difficult to aim, and its complexity makes this weapon expensive to manufacture.





## FIREARMS

Name	Cost	Damage	Weight	Properties
<i>Martial Ranged Weapons</i>				
Alchemist's Rifle	2,000 gp	1d4 fire	10 lb.	Ammunition (range 30/90), loading, two-handed, special
Axe Musket	520 gp	1d12 piercing	12 lb.	Ammunition (range 40/120), loading, two-handed, special
Blunderbuss	450 gp	1d8 piercing	8 lb.	Ammunition (range 15/45), burst fire, loading, two-handed, special
Buckler Gun	300 gp	1d10 piercing	6 lb.	Ammunition (range 30/90), bulky, loading
Firelance	75 gp	1d6 piercing	12 lb.	Ammunition (range 40/120), bulky, burst fire, heavy, loading, two-handed
Firework	50 gp	2d6 fire	1 lb.	Ammunition (range 15/45), two-handed, special
Musket	500 gp	1d12 piercing	10 lb.	Ammunition (range 40/120), loading, two-handed
Musketoön	450 gp	1d12 piercing	8 lb.	Ammunition (range 35/105), loading, two-handed
Pepperbox	2,000 gp	1d10 piercing	4 lb.	Ammunition (range 30/90), reload (4 shots)
Pistol	250 gp	1d10 piercing	3 lb.	Ammunition (range 30/90), loading
Sword Cane Pistol	750 gp	1d8 piercing	3 lb.	Ammunition (range 20/60), light, loading, special
Trigun	2,500 gp	1d10 piercing	15 lb.	Ammunition (range 30/90), bulky, reload (3 shots), two-handed
<i>Ammunition</i>				
Alchemist's fire (cartridge)	55 gp		1 lb.	
Bullets (10)	3 gp		2 lb.	
Gunpowder, keg (200 shots)	250 gp		20 lb.	
Gunpowder, powder horn (20 shots)	35 gp		2 lb.	



# Siege Weapons

The *Dungeon Master's Guide* offers a number of pieces of siege equipment applicable to a standard fantasy campaign. New siege weapons and ammunition options useful to a pirate campaign are included below. Siege weapons are rare below the waves, where magic and monsters fill the same devastating role instead.

## Ballista

*Large object*

**Armor Class:** 15

**Hit Points:** 50

**Damage Immunities:** poison, psychic

A ballista is a massive crossbow that fires heavy bolts or barbed harpoons, which can be fixed to a rope. Before it can be fired, it must be loaded and aimed. It takes one action to load the weapon, one action to aim it, and one action to fire it.

**Bolt.** *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.

**Harpoon.** *Ranged Weapon Attack:* +6 to hit, range 60/240 ft., one target. *Hit:* 16 (3d10) piercing damage and the target is grappled (escape DC 16).

## Bombard

*Large object*

**Armor Class:** 19

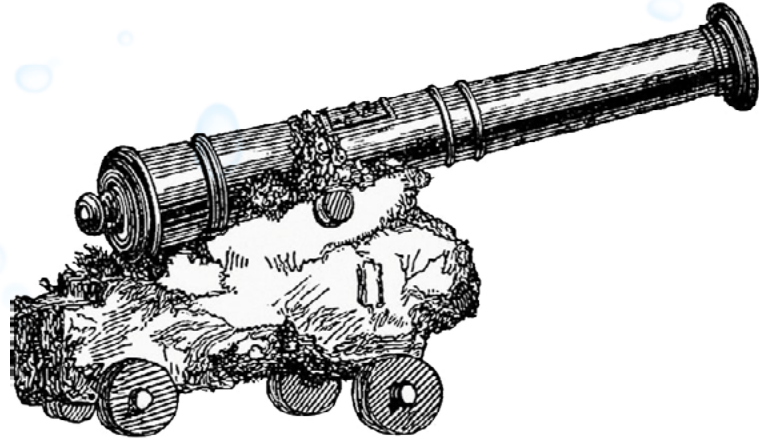
**Hit Points:** 75

**Damage Immunities:** poison, psychic

A bombard is similar to a cannon, but with a wider muzzle. It is used to fire heavy balls of stone or iron in high-arching trajectories to hit targets behind fortifications or to smash the decking of ships.

A bombard is usually supported in a wooden frame with wheels. Before it can be fired, the bombard must be loaded and aimed. It takes one action to load the weapon, one action to aim it, and one action to fire it.

**Bombard Ball.** *Ranged Weapon Attack:* +6 to hit, range 200/800 ft., one target. *Hit:* 55 (10d10) bludgeoning damage.



## Cannon

*Large object*

**Armor Class:** 19

**Hit Points:** 75

**Damage Immunities:** poison, psychic

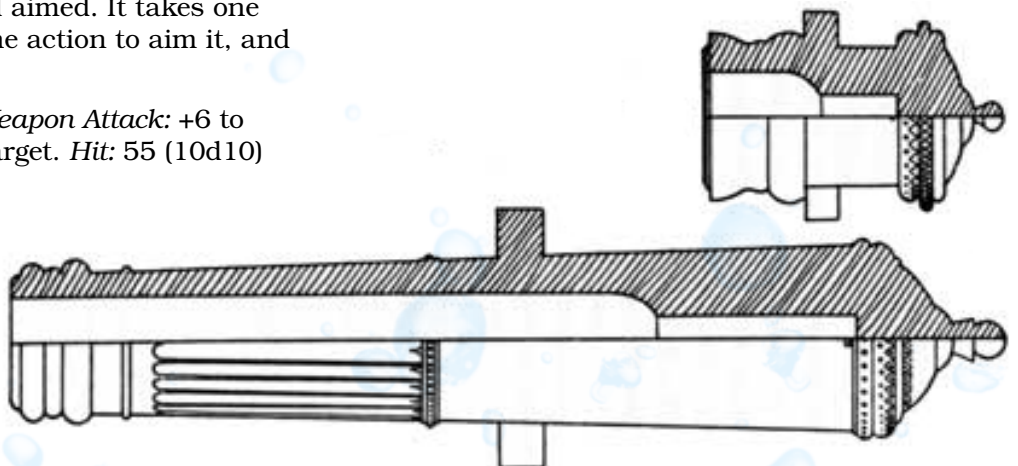
A cannon uses gunpowder to propel heavy balls of cast iron through the air at destructive speeds. In a campaign without gunpowder, a cannon might be an arcane device built by clever gnomes or wizardly engineers.

A cannon is usually supported in a wooden frame with wheels. Before it can be fired, the cannon must be loaded and aimed. It takes one action to load the weapon, one action to aim it, and one action to fire it.

**Cannon Ball.** *Ranged Weapon Attack:* +6 to hit, range 600/2,400 ft., one target. *Hit:* 44 (8d10) bludgeoning damage.

**Chain Shot.** *Ranged Weapon Attack:* +6 to hit, range 300/1,200 ft., all targets in a 20 ft.-line. *Hit:* 11 (2d10) slashing damage.

**Grapeshot.** *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., all targets in a 15-ft.-cone. *Hit:* 5 (1d8) piercing damage.





## Dragon Fire Thrower

*Large object*

**Armor Class:** 15

**Hit Points:** 100

**Damage Immunities:** poison, psychic

Dragon fire is a highly flammable alchemical substance that is fired from a long tube fitted with a bellows. The dragon fire is ignited as it sprays out of the tube, creating a huge gout of fire. The tube and bellows are mounted on a frame and secured to a ship's deck with ropes or chains which can be detached if the weapon catches fire.

Before it can be fired, the dragon fire thrower must be pressurized. It takes one action to pressurize the weapon, and one action to aim and fire it. A dragon fire thrower's fuel tank contains enough fuel for 10 attacks. It requires 2 actions to replace the fuel tank with a full one.

**Dragon Fire.** *Ranged Weapon Attack:* +7 to hit, range 30 ft.-line, all targets in the line. *Hit:* 22 (4d10) fire damage.

## Fire Boat

*Huge object*

**Armor Class:** 17

**Hit Points:** 60

**Damage Immunities:** poison, psychic

Small boats or rafts are packed with flammable material, such as straw, wood, and oil, then ignited and drifted or towed towards enemy ships. A fire boat sets fire to any flammable structure it is within 5 feet of, and the fire spreads at a rate of 5 feet per round, dealing 1d6 fire damage per round to anything it touches.

## Grapnel Plank

*Large object*

**Armor Class:** 10

**Hit Points:** 50

**Damage Immunities:** poison, psychic

This 10-foot long gangplank has iron spikes at one end and ropes to fasten the other end to a ship's railings. As an action, the spiked end can be dropped onto another ship within 10-feet, anchoring it in place so that sailors can pass between the ships. If either ship moves away from the other the grapnel plank is torn away from the

second ship, dealing 6 (1d10) slashing damage to the ship on the spiked end.

## Mangonel

*Large object*

**Armor Class:** 15

**Hit Points:** 100

**Damage Immunities:** poison, psychic

A mangonel is a type of catapult that hurls heavy projectiles in a high arc. In naval battles, it can be loaded with flaming projectiles and used to ignite wooden vessels. This payload can hit targets behind cover or target the deck of a ship. Before the mangonel can be fired, it must be loaded and aimed. It takes two actions to load the weapon, two actions to aim it, and one action to fire it.

**Mangonel Stone.** *Ranged Weapon Attack:* +5 to hit, range 200/800 ft. (can't hit targets within 60 feet of it), one target. *Hit:* 27 (5d10) bludgeoning damage.

**Flaming Stone.** *Ranged Weapon Attack:* +5 to hit, range 200/800 ft. (can't hit targets within 60 feet of it), one target. *Hit:* 27 (5d10) bludgeoning damage + 7 (2d6) fire damage.



## Swivel Gun

*Medium object*

**Armor Class:** 12

**Hit Points:** 45

**Damage Immunities:** poison, psychic

This smaller cannon is mounted on a swivel on the rail of a ship or battlement, making it easier to aim, although its range is greatly reduced due to its smaller size.

Before it can be fired, the swivel gun must be loaded. It takes one action to load the weapon, and one action to aim and fire it.

**Cannon Ball.** *Ranged Weapon Attack:* +6 to hit, range 300/1,200 ft., one target. *Hit:* 22 (4d10) bludgeoning damage.

**Chain Shot.** *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., all targets in a 20-ft.-line. *Hit:* 11 (2d10) slashing damage.

**Grapeshot.** *Ranged Weapon Attack:* +2 to hit, range 50/200 ft., all targets in a 15-ft.-cone. *Hit:* 5 (1d8) piercing damage.

# Adventuring Gear

This section includes new adventuring gear appropriate to an underwater or ocean-spanning campaign.

## Amphorae Jar

**Price** 4 cp; **Weight** 4 lb.

This conical bottomed pottery jar carries 2 gallons of liquid. Its tapered base means it can be tightly wedged among similar jars for secure storage in the ship's hold.

## Astronomical Compendium

**Price** 1,000 gp; **Weight** 2 lb.

An astronomical compendium is a hand-sized amalgamation of devices for telling time and performing astronomical calculations. A typical compendium includes a sundial, lunar and solar sliding charts, a compass, tables of latitude, sky charts, and a perpetual calendar. Proficiency with navigator's tools is required to use an astronomical compendium. When you use an astronomical compendium in conjunction with navigator's tools, you gain a +2 bonus on related checks.

Additionally, an astronomical compendium is a symbol of wealth and status, and you have advantage on Charisma (Persuasion) skill checks when dealing with sea captains and officers unless they own an astronomical compendium worth more than yours.

## Atlantean Power Crystal

**Price** 2,000 gp; **Weight** 1 lb.

This crystal contains enough magical essence to power an Atlantean invention for 10 minutes, as if you were using the Atlantean inner spark ability. An Atlantean can use their inner spark ability to recharge one crystal during a long rest.

## Buoy

**Price** 5 sp; **Weight** 16 lb.

A brightly colored, air filled bladder or gourd attached to a 200-foot length of twine and a 15 lb. stone or lead anchor, used for marking locations in lakes or rivers.

## Buoy, Metal

**Price** 10 gp; **Weight** 30 lb.

Same as a bouy, but made of a hollow copper sphere attached to a length of chain, and a metal anchor. May be fitted with a small flag or even a weatherproof lantern on a pole.

## Compass

**Price** 10 gp; **Weight** 1/2 lb.

This palm-sized wooden box contains a magnetized needle that points to Magnetic North. You always know which way Magnetic North is when referring to a compass. Strong magnetic sources can cause incorrect readings of the compass.

## Crab Cage

**Price** 1 sp; **Weight** 2 lb.

This cage, made of wicker, is anchored underwater and baited with food scraps to catch crabs. Merfolk make a similar cage of kelp and reeds.

## Druidic Focus

Underwater druidic focuses include starfish, narwhal horn, and coral pendants. Above the waves, druidic focuses associated with the sea include conch shells, earthenware jugs full of sea water, and bleached driftwood staffs.

## Eye Patch

**Price** 1 cp; **Weight** —

An eye patch is made from stiffened fabric or leather, with cords attached for fastening it around the head. It is worn over a missing or injured eye. It can be punctured with small holes and worn over a good eye as part of a disguise.

## Fish Scale Scroll

**Price** 1 sp; **Weight** —

This scroll is specially prepared to prevent it decaying underwater. Fish scale scrolls are typically a foot long, and longer scrolls cost an additional 2 silver pieces per additional foot of length. Magical scrolls prepared on this parchment with waterproof ink don't disintegrate underwater.





## Fish Scale Shirt

**Price** 5 sp; **Weight** 1/2 lb.

This figure hugging shirt of cured fish scales keeps the body warm in cool waters. Flexible and smooth, it keeps the body streamlined, making it perfect for swimming in.

## Fishing Spear

**Price** 1 gp; **Weight** 1 lb.

This long slender spear made of bone or bamboo is tipped with a barbed bone spike and is used for catching small fish. A fishing spear is too delicate to use as a weapon or for catching bigger prey.

## Fin Feet

**Price** 2 gp; **Weight** 2 lb.

This pair of leather shoes ends in flippers. Wearing a pair of fin feet gives you a swimming speed equal to your walking speed. While wearing fin feet, you have disadvantage on Dexterity based checks made on land, and your walking speed is reduced by 10 feet.

## Fishing Pole

**Price** 1 gp; **Weight** 4 lb.

This wooden fishing pole comes with a silken line, cork bobbers, steel hooks, lead sinkers, a small selection of lures, and a small net.

## Flag

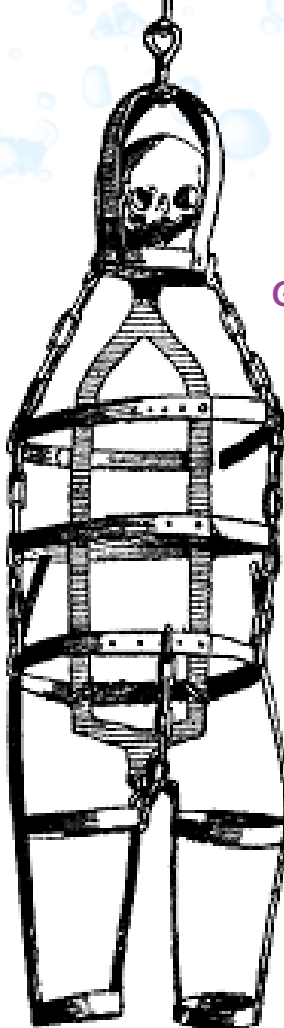
**Price** 20 gp; **Weight** 1/2 lb.

This piece of cotton or silk cloth bears the colors, insignia, or coat of arms of a kingdom or organization. It can be flown from the mast of a ship to identify the ship's loyalty, or a false flag can be flown in an attempt to trick enemy ships.

## Gaff

**Price** 5 sp; **Weight** 2 lb.

This 6-foot long pole has a hook on the end and is used for catching octopus or for landing bigger fish caught with a fishing rod.



## Gibbet Cage

**Price** 200 gp; **Weight** 20 lb.

This iron cage is custom built by a blacksmith to fit around the whole body of a convict. The convicted captive is then hung from a gibbet, in a prominent place in a public area, to warn those who might contemplate similar crimes.

## Globe

**Price** 200 gp; **Weight** 4 lb.

This large ball is mounted in a rotating frame and painted with a representation of the known world.

## Glow Capsule

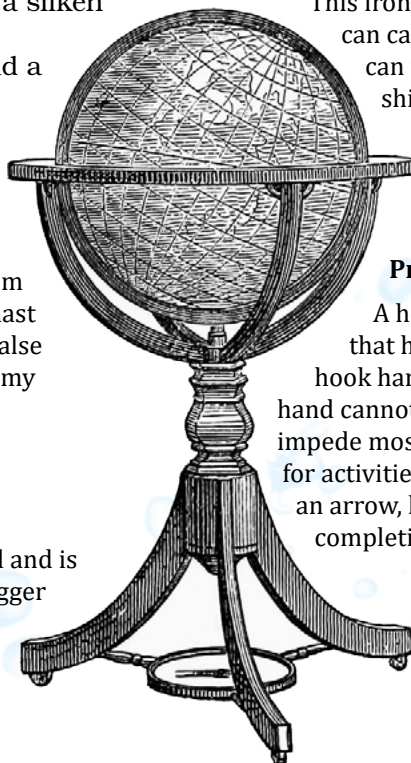
**Price** 1 sp; **Weight** —

This thumb-sized capsule is made of a transparent seaweed stem filled with crystals that fluoresce when the capsule is crushed. An activated glow capsule casts bright light in a 5-foot radius and dim light for an additional 10 feet. Once activated, it glows for 2 hours. Glow capsules don't sink or rise in water, unless they are weighted down or tied to a more buoyant item.

## Grappling Iron

**Price** 2 gp; **Weight** 4 lb.

This iron grappling hook has barbed points which can catch in a ship's rigging. As an action, you can pull another ship 5 feet closer, if both ships are heading in the same direction, with a successful DC 18 Strength (Athletics) check.



## Hook Hand

**Price** 10 gp; **Weight** 1 lb.

A hook hand is bound to the wrist of a creature that has lost a hand. An unarmed strike with a hook hand deals 1d4 piercing damage. The hook hand cannot be disarmed. The hook hand does not impede most daily activities, but you cannot use it for activities that require a hand, such as drawing an arrow, holding a weapon in two hands, or for completing the somatic components of spells.

## Kelp Scroll

**Price** 5 cp; **Weight** —

This scroll of kelp is specially prepared to prevent its decay. Kelp scrolls vary in length between 1 and 10 feet long, but the preparation process is relatively cheap and longer scrolls don't cost more than shorter ones. Magical scrolls prepared on this parchment with waterproof ink don't disintegrate underwater.

## Lamp Jellyfish

**Price** 25 gp; **Weight** 1 lb.

This harmless jellyfish casts bright light in a 15-foot radius and dim light for an additional 30 feet. The lamp jellyfish must be kept in salt water and fed daily, or it will die. It consumes 1 silver piece worth of food a day. The lamp jellyfish has 1 hit point, an Armor Class of 10, and is an unaligned Tiny beast. You can have it attach itself, with its tendrils, to you or your gear, as an action.

## Letter of Marque

**Price** 2,500 gp; **Weight** 1 lb.

This document grants the captain of a ship the right to attack and plunder enemy ships, without reprisals from the state. It is signed by the king or queen and the merchant's guild of the country in which it was drawn up. The letter of marque is beautifully written on fine valium. The cost for a letter of marque covers various gifts or bribes required to secure contacts who are willing to submit recommendations to the appropriate authorities on the captain's behalf, and can be forgone if the captain has proven to be a loyal vassal to the nation and has performed some noteworthy deed at sea in service to the king or queen. A captain with a letter of marque is required to divide half of any loot obtained from other ships with the sovereign and other signatories of the letter of marque.

## Lodestone

**Price** 25 gp; **Weight** 1 lb.

This naturally magnetic rock is mounted in a decorative case. Stroking a needle across it magnetizes the needle, which can then be used as a compass.

## Musical Instruments

Naiads have a deep appreciation for musical instruments from the dry lands surrounding their watery home, while merfolk will happily surface to play instruments they've found from the world above. Such treasured musical instruments can be taken from the list of musical instruments given in the *Player's Handbook*. Undersea races have their own musical instruments, and the sea provides a range of other instruments beyond those listed in the core books.

Most common musical instruments don't work underwater, or will be destroyed if they become wet. A common musical instrument must be specially modified to work underwater.

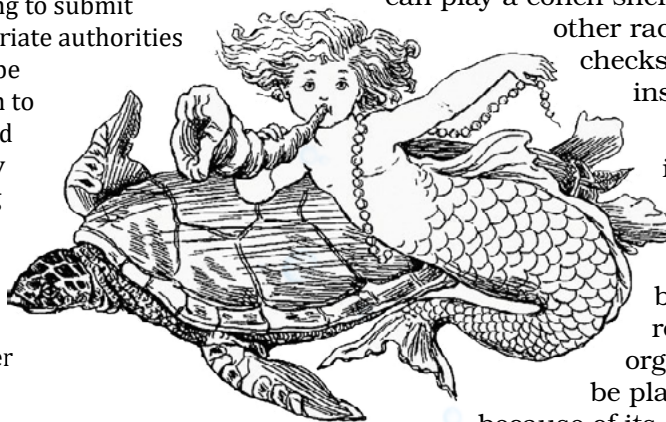
If you have proficiency with a given musical instrument, you can add your proficiency bonus to any ability checks you make to play music with the instrument. A bard can use a musical instrument as a spellcasting focus, as described in chapter 10 of the *Player's Handbook*. Each type of musical instrument requires a separate proficiency.

**Boat Drum.** This wooden drum is floated on the water's surface and played from above or below.

**Conch Shell.** This big conch shell is played like a trumpet. Merfolk, sahuagin bards, and naiads can play a conch shell above or below water, but other races have disadvantage on checks made when playing the instrument under water.

**Coral Organ.** This Large instrument is made from hollow coral tubes. The organ's keyboard is usually made from coral, bone, or from the selvedged remains of a sunken ship's organ. The coral organ can be played in or out of water, but because of its size it must be constructed inside a building, or in a Gargantuan vehicle.

**Crab Castanets.** This instrument is made from the pincers of a large crab. When pinched together, they make a loud, hollow clacking sound. They are sold in pairs.





**Hurdy Gurdy.** This stringed instrument has a hand crank that produces sound which is altered by plucking on the strings. Atlantean hurdy gurdy's have no hand crank, but operate using the Atlantean inner spark ability. Neither type of hurdy gurdy can be used underwater.

**Hydraulophone.** As water is forced through this pipe and directed out from tiny holes along its surface, the pipe vibrates and emits sound, much like with a flute. The hydraulophone can only be used in water.

**Pan Flute.** This flute is made of varied lengths of reed or bamboo. Fenwader halflings make some of the most beautiful pan flutes, while merfolk make pan flutes of coral that work equally well in or out of water.

**Pipe Organ.** This Large organ creates sound by forcing air through a series of metal pipes. The pipe organ can only be played out of water, and because of its size it must be constructed inside a building, or in a Gargantuan vehicle.

**Resonator.** This bowl shaped shell has harp-like strings and can be played in or out of water. Resonators are often made from large oyster shells or turtle shells.

**Shell Flute.** This big cowry shell has holes drilled along its length and is played like a flute in or out of water.

**Whale Whistle.** This tube has a wide bulb at the end and mimics the sounds of whales, though whales are seldom fooled by it. The whale whistle only works when wet.



## Navigation Chart

**Price 500 gp; Weight 1 lb**

This map details an area of ocean or coastline and the various ports, land masses, and hazards to be found there. Older maps feature landmarks, and the representation of distances and true orientation is not represented. Newer maps are more accurate, representing distances between landmarks with a truer representation of their position in relation to each other.

## Parrot

**Price 50 gp; Weight 1 lb.**

This colorful, exotic bird is able to mimic simple sounds. Use the statistics for a **raven**, as found in the *Player's Handbook*.

## Peg Leg

**Price 10 gp; Weight 5 lb.**

This wooden stump has a socket and straps for attaching around the knee of an individual's severed leg. While wearing a peg leg you take half damage from caltrops and similar hazards that only damage your feet.

## Peg Leg, False

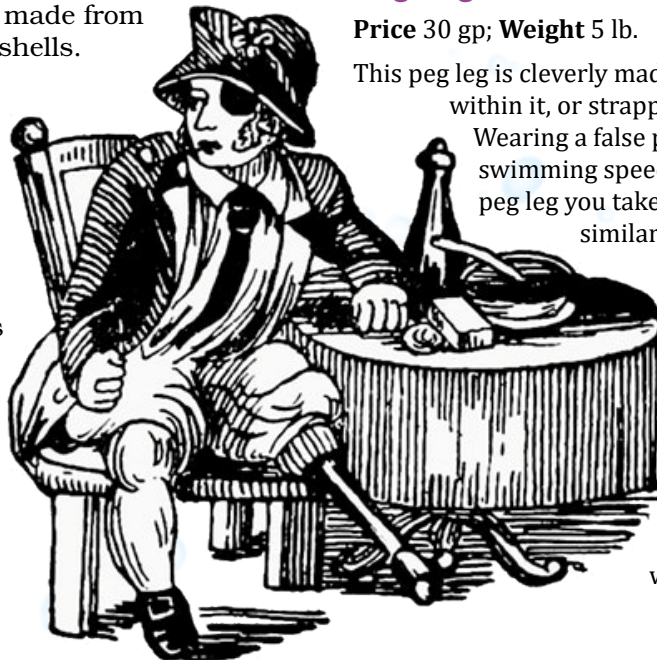
**Price 30 gp; Weight 5 lb.**

This peg leg is cleverly made to conceal the wearer's leg within it, or strapped up and hidden under a cape. Wearing a false peg leg reduces your walking and swimming speed by 5 feet. While wearing a false peg leg you take half damage from caltrops and similar hazards that only damage your feet.

## Periscope

**Price 50 gp; Weight 1 lb.**

This metal tube is bent at right angles at the ends and contains two mirrors which allow you to look through the tube while behind cover or while submerged.



## Puzzle Box

**Price** 50 gp; **Weight** 1 lb.

This beautifully carved coral or granite box is encrusted with pearls and colorful shells. The box can hold 30 coins or a vial. Opening the box for the first time requires a successful DC 20 Dexterity (Sleight of Hand) check. Each attempt takes 15 minutes. Once a character has opened the box they don't need to make a check again to open it in the future.

## Seaweed Culture

**Price** 5 gp; **Weight** 1/2 lb.

This palm-sized, flat shell contains a culture that sustains a growth of edible seaweed. One seaweed culture provides one meal per week of growth. Merfolk travelers carry several seaweed cultures at a time to supplement their food supplies. The culture itself can be consumed as a meal, but this destroys it.

## Shark Bane

**Price** 15 gp; **Weight** —

This liquid quickly dissolves in seawater, creating a scent that sharks find repulsive. Shark bane typically comes in a stoppered shell and you can activate it as an action. Shark bane covers a 120-foot radius and lasts for 10 minutes. Strong currents can cause shark bane to lose its effectiveness quicker.

## Tattoo

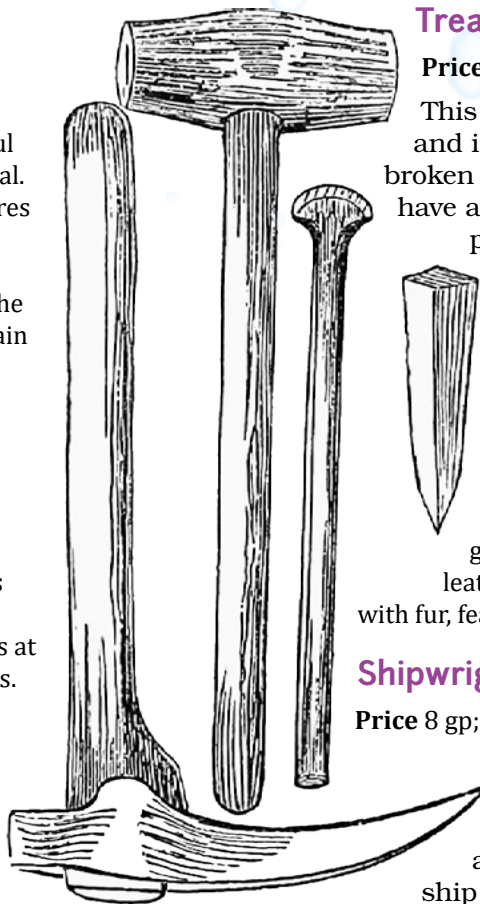
**Price** 1 sp; **Weight** —

The price of a tattoo varies according to size and the range of colors used. A typical tattoo is in black or blue ink. Additional colors increase the price of the tattoo by 10%. A palm sized tattoo costs 1 silver piece, while a tattoo that covers the back costs 10 gold pieces and takes several sessions to complete.

## Telescope

**Price** 2,000 gp; **Weight** 1 lb.

These tubes of brass or hard vellum contain a series of lenses which can be focused by extending or retracting the tubes. Objects viewed through the telescope are magnified to three times their size.



## Treasure Chest

**Price** 200 gp; **Weight** 35 lb.

This metal chest has two strong locks and is reinforced to resist it being broken open. The chest and the locks have an AC of 19, the chest has 16 hit points and the locks have 7 hit points each. Each lock requires a successful DC 22 Dexterity (Sleight of Hand) check to pick.

## Tricorn Hat

**Price** 5 sp; **Weight** —

This broad hat is pinned up on three sides to form the three corners that give the hat its name. The hat is made of leather, felt, or wool, and can be decorated with fur, feathers, or ribbon.

## Shipwright's Tools

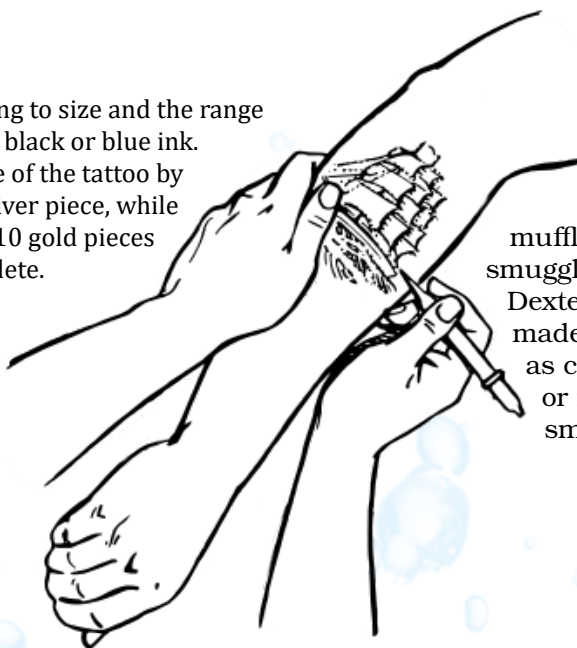
**Price** 8 gp; **Weight** 6 lb.

This set of tools includes an adze, caulking mallet, ramming iron, jerry iron, caulking iron, and a pitch ladle for careening a ship and repairing its keel. Proficiency with shipwright's tools lets you add your proficiency bonus to any checks you make using the tools in your craft. When using downtime to repair a ship, you repair hit points equal to your proficiency bonus instead of 1.

## Smuggler's Pouch

**Price** 1 gp; **Weight** 1 lb.

This leather pouch is flat and made to be worn underneath clothing. The inside of the pouch is well lined with fur to muffle the sound of coins within. A smuggler's pouch gives a +2 bonus to Dexterity (Sleight of Hand) checks made to conceal small items such as coins on your person. Storing or removing items from the smuggler's pouch takes 1 minute.





## Speaking Trumpet

**Price** 5 gp; **Weight** 1 lb.

This brass or pewter cone is used to amplify the sound of the user, so that they can shout across distances, such as between ships. You can double the audible distance you can communicate with another creature when using a speaking trumpet.

## Telescope Cane

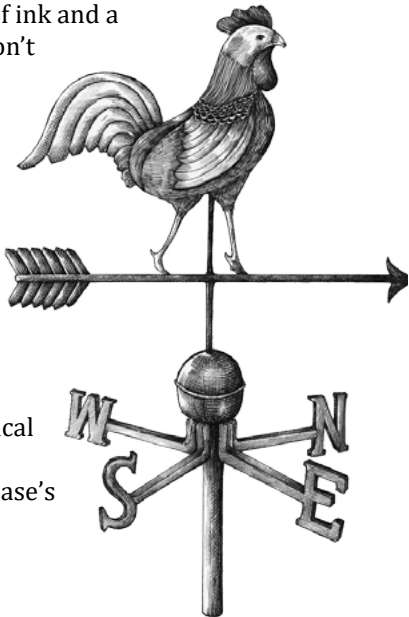
**Price** 2,500 gp; **Weight** 1 lb.

This stylish cane is finished in bronze. The head of the cane contains a cleverly concealed telescope. Objects viewed through the telescope are magnified to three times their size. Setting up or putting away the telescope is an action.

## Waterproof Ink

**Price** 1 sp; **Weight** —

This vial contains an oily black gel that repels water. When used on a kelp or fish scale scroll, the gel adheres to the surface like ink. The ink can be applied underwater and isn't harmed by water. Magical scrolls prepared with waterproof ink and a kelp or fish scale scroll don't disintegrate underwater.



## Waterproof Scroll Case

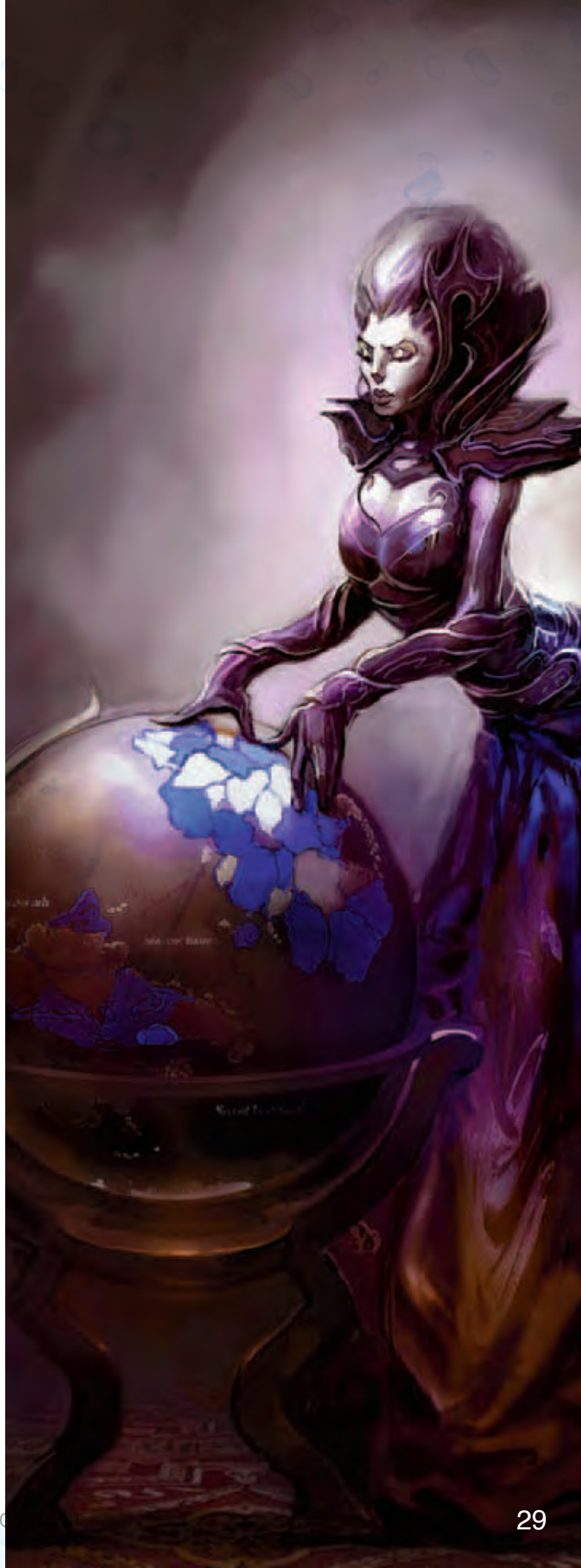
**Price** 5 gp; **Weight** 1 lb.

This waterproof case of oiled leather and tin can hold up to ten rolled-up sheets of paper, five rolled-up sheets of parchment, or three magical scrolls. Opening the case underwater negates the case's waterproofing.

## Weathervane

**Price** 200 gp; **Weight** 3 lb.

This expensive weathervane is used to tell the direction of the wind and serves as a sign of wealth for the owner and captain of the ship. It is decorated with designs of a sea monster and gilt in gold. The captain of a ship with a weathervane has advantage on Charisma (Persuasion) checks when dealing with other characters onboard. Flags serve as simpler, cheaper weathervanes, but do not convey the same level of status.





## ADVENTURING GEAR

Item	Price	Weight
Amphorae Jar	4 cp	4 lb.
Astronomical Compendium	1,000 gp	2 lb.
Atlantean Power Crystal	2,000 gp	1 lb.
Buoy	5 sp	16 lb.
Buoy, Metal	10 gp	30 lb.
Compass	10 gp	1/2 lb.
Crab Cage	1 sp	2 lb.
<i>Druidic Focus</i>		
Bleached driftwood staff	2 gp	2 lb.
Conch shell	5 gp	1 lb.
Coral pendant	5 gp	—
Jug of Seawater	1 gp	1 lb.
Narwhal horn	100 gp	2 lb.
Starfish	1 gp	—
Eye Patch	1 cp	—
Fish Scale Scroll	1 sp	—
Fish Scale Shirt	5 sp	1/2 lb.
Fishing Spear	1 gp	1 lb.
Fin Feet	2 gp	2 lb.
Fishing Pole	1 gp	4 lb.
Flag	20 gp	1/2 lb.
Gaff	5 sp	2 lb.
Gibbet Cage	200 gp	20 lb.
Globe	200 gp	4 lb.
Glow Capsule	1 sp	—
Grappling Iron	2 gp	4 lb.
Hook Hand	10 gp	1 lb.
Kelp Scroll	5 cp	—
Lamp Jellyfish	25 gp	1 lb.
Letter of Marque	2,500 gp	1 lb.
Lodestone	25 gp	1 lb.

Item	Price	Weight
<i>Musical instruments</i>		
Boat drum	12 gp	4 lb.
Coral organ	3,750 gp	1,500 lb.
Conch shell	10 gp	1 lb.
Crab Castanets	12 gp	1 lb.
Hurdy gurdy	45 gp	3 lb.
Hydraulophone	45 gp	4 lb.
Pan flute	12 gp	2 lb.
Pipe organ	2,500 gp	1000 lb.
Resonator	3 gp	2 lb.
Shell flute	4 gp	1 lb.
Whale whistle	2 gp	1 lb.
Navigation Chart	500 gp	1 lb.
Parrot	50 gp	1 lb.
Peg Leg	10 gp	5 lb.
Peg Leg, False	30 gp	5 lb.
Periscope	50 gp	1 lb.
Puzzle Box	50 gp	1 lb.
Seaweed Culture	5 gp	1/2 lb.
Shark Bane	15 gp	—
Tattoo, Small	1 sp	—
Tattoo, Large	10 gp	—
Telescope	2,000 gp	1 lb.
Treasure Chest	200 gp	35 lb.
Tricorn Hat	5 sp	—
Shipwright's Tools	8 gp	6 lb.
Smuggler's Pouch	1 gp	1 lb.
Speaking Trumpet	5 gp	1 lb.
Telescope Cane	2,500 gp	1 lb.
Waterproof Ink (vial)	1 sp	—
Waterproof Scroll Case	5 gp	1 lb.
Weathervane	200 gp	3 lb.





# Alchemical Items, Poisons, and Concoctions

The ocean is a rich source of raw alchemical reagents and poisons. Alchemists have learned how to bottle the squid ink, shocking jolt of electric eels, and the poison of stonefish, turning these into potent weapons.

## Bioluminous Ink

**Price** 100 gp; **Weight** 1 lb.; **Type** Alchemical Concoction

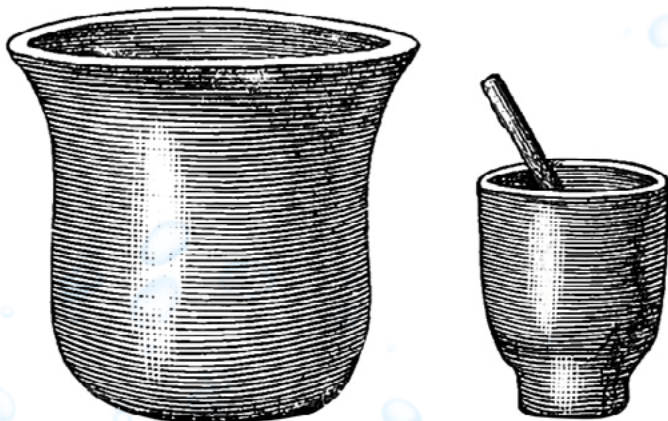
Bioluminous ink is concocted from alchemical reagents and bioluminescent plankton. It is usually kept in a clay or burnt-glass bottle.

You can use an action to splash the ink over a creature within 5 feet of you or to throw the bottle up to 20 feet, shattering it on impact. In either case, make a ranged attack against the creature, treating the ink as an improvised weapon. On a hit, the creature is coated in the bioluminous ink and glows for 1d4 hour. Removing the ink before the duration ends is only possible through magical means. A creature or object covered in bioluminous ink casts bright light in a 15-foot radius and dim light for an additional 15 feet.

## Electric Eel Bolt

**Price** 200 gp; **Weight** 1 lb.; **Type** Alchemical Concoction

This alchemical concoction is derived from a blue goop infused with captured electricity from an electric eel. As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against the creature, treating the vial as an improvised weapon. On a hit, the target takes 4d6 electricity damage.



## Fugu Poison

**Price** 2,500 gp; **Weight** —; **Type** Ingested Poison

Fugu or pufferfish poison is harvested from the liver of the rare fugu fish. The poison is not difficult to prepare, and is usually concealed as an ordinary fish dish. The poison causes paralysis that can stop a creature from breathing, leading to death. A creature subject to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 1 hour. On a failed save, the creature must succeed on a DC 15 Constitution saving throw again at the end of the hour or become paralyzed. If this second saving throw is failed, the creature must succeed on a DC 15 Constitution saving throw at the end of the second hour or it stops breathing and begins suffocating when it runs out of breath, as per the rules in the Adventuring chapter of the *Player's Handbook*.

Prepared fugu poison loses its potency quickly. The save DC drops by 5 every 12 hours.

## Gillweed

**Price** 25 gp; **Weight** —; **Type** Alchemical Concoction

This dark red seaweed, when specially prepared and consumed, gives the consumer the ability to breathe water for 1 hour. The creature cannot breathe air for this duration.

## Gutfire

**Price** 25 gp; **Weight** —; **Type** Alchemical Concoction

This foul smelling brown goo tastes horrible, but warms the body from within. For an hour after consuming a dose of gutfire, you have advantage on saving throws against cold environments.

## Lionfish Poison

**Price** 200 gp; **Weight** —; **Type** Injury Poison

Lionfish poison is harvested from the poison sacks of lionfish spines. A creature subject to this poison must succeed on a DC 13 Constitution saving throw or become poisoned for 8 hours, during which time they suffer incredible pain that slowly moves out from the wound. If the saving throw fails by 5 or more, the creature also takes 1d8 poison damage at the end of every hour. Soaking the wound in hot water for an hour reduces this damage to 1d4–1 poison damage for that hour. Knowing this fact requires a successful DC 12 Widsom (Medicine) check.

## Luminous Algae

**Price** 25 gp; **Weight** —; **Type** Alchemical Concoction

Luminous algae can be spread over an item using an action. An item covered in this algae provides bright light in a 5-foot radius and dim light for an additional 5 feet. If the luminous algae is spread over an item of wood or another natural material, it lasts for 2 (1d4) days. Otherwise it lasts for 4 (1d6) hours.

## Ocean Lullaby

**Price** 25 gp; **Weight** —; **Type** Alchemical Concoction

This azure blue tincture calms seasickness. You are immune to the effects of seasickness (see the optional rule below) for 24 hours.

### Seasickness (Optional Rule)

Rough seas and bobbing boats can be enough to send characters running for the gunwales. As the DM, you decide when a ship's movement might cause seasickness. A character must succeed on a DC 10 Constitution saving throw or suffer from seasickness and is poisoned until the sea calms. A character that succeeds on the saving throw is immune to seasickness for the next 24 hours.

A successful DC 14 Wisdom (Medicine) check cures seasickness, and proficiency with a herbalism kit applies to this check.

## Skullcap Jellyfish Poison

**Price** 200 gp; **Weight** —; **Type** Contact Poison

The skullcap jellyfish is easily identified by its dark, skull-like dome. The jellyfish trails deadly black tendrils covered in highly-toxic poison. The poison must be harvested from a dead or incapacitated skullcap jellyfish. A creature subject to this poison must succeed on a DC 13 Constitution saving throw or take 10 (3d6) poison damage.

## Siren's Bane

**Price** 100 gp; **Weight** 1 lb.; **Type** Alchemical Concoction



This orange syrup grants you advantage on the next saving throw you make against a mind altering effect within the next 8 hours. The syrup has no effect against spells.

## Siren's Sleep

**Price** 250 gp; **Weight** —; **Type** Injury Poison

Siren's sleep is harvested from a rare purple anemone called siren's tresses. A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or fall unconscious for 1d6 rounds. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

## Spinefish Poison

**Price** 150 gp; **Weight** —; **Type** Injury Poison

Spinefish poison is harvested from the needle-sharp spines of the spinefish. A creature subject to this poison must succeed on a DC 13 Constitution saving throw or become poisoned for 1d6 rounds.

## Spore Plankton

**Price** 300 gp; **Weight** —; **Type** Inhaled Poison

Spore plankton occur in colonies that dwell in luminescent underwater caves. The plankton clouds appear as a sickly-green glowing mist. Spore plankton is harvested by collecting it in a filtering jar that costs 25 gold pieces to construct. A creature subject to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 8 hours. The poisoned creature is unconscious. The creature wakes up if it takes damage or if another creature takes an action to shake it awake. Spore plankton can only be inhaled underwater and loses its potency after being exposed to air for 3 rounds.





## Squid Ink

**Price** 50 gp; **Weight** 1 lb.; **Type** Alchemical Concoction

This specific type of squid ink must be harvested from a dead or incapacitated giant squid. It is then mixed with various alchemical substances and bottled.

Under water, you can use an action to uncork the bottle, creating a 5-foot cube of dark ink in your space or a space adjacent to you. The area inside the ink cloud is heavily obscured and blocks line of sight. The cloud lasts for 1d4 rounds before dissipating, or less if there is a strong current.

You can use an action to splash the contents of the bottle on a creature within 5 feet of you or to throw the squid ink bottle up to 20 feet, shattering it on impact. In either case, make a ranged attack, treating the ink as an improvised weapon. A creature hit by the bottle takes no damage, but is covered in ink. Removing the ink requires 1 hour of vigorous scrubbing.

## Stonefish Poison

**Price** 500 gp; **Weight** —; **Type** Injury Poison

Stonefish poison is severely painful and deadly. It must be harvested from a dead or incapacitated stonefish. The poison can be coated on a weapon but loses its potency after 1 hour. A creature subject to this poison must succeed on a DC 17 Constitution saving throw or it becomes poisoned for 1d6 rounds, during which its body is wracked with pain.

The poisoned creature must repeat the saving throw at the end of this duration and every 1 hour thereafter, taking 6 (1d12) poison damage on a failed save. After four successful saving throws, the effects of the poison wear off.



### ALCHEMICAL ITEMS, POISONS, AND CONCOCTIONS

Name	Cost	Weight	Type
Bioluminous Ink	100 gp	1 lb.	Alchemical Concoction
Electric Eel Bolt	200 gp	1 lb.	Alchemical Concoction
Fugu Poison	2,500 gp	—	Ingested Poison
Gillweed	25 gp	—	Alchemical Concoction
Gutfire	25 gp	—	Alchemical Concoction
Lionfish Poison	200 gp	—	Injury Poison
Luminous Algae	25 gp	—	Alchemical Concoction
Ocean Lullaby	25 gp	—	Alchemical Concoction
Skullcap Jellyfish Poison	200 gp	—	Contact Poison
Siren's Bane	100 gp	1 lb.	Alchemical Concoction
Siren's Sleep	250 gp	—	Injury Poison
Spinefish Poison	150 gp	—	Injury Poison
Spore Plankton	300 gp	—	Inhaled Poison
Squid Ink	50 gp	1 lb.	Alchemical Concoction
Stonefish Poison	500 gp	—	Injury Poison





# Ocean Trinkets

When creating a character for an ocean-themed campaign, you can roll on the Ocean Trinkets table instead of the Trinkets table in the *Player's Handbook*.

## OCEAN TRINKETS

d100	Trinket		
01	A grindylow tentacle preserved in a jar	23	A locked padlock without a key or keyhole. It never rusts
02	A shard of crystal that darkens when it rains	24	A silver oyster shell that fades in and out of existence
03	A shell engraved with the image of an unknown human monarch	25	A purse made of turquoise scales
04	A stone tablet written in a language you don't know	26	A cameo carved in the likeness of a sea witch
05	An iron key that floats	27	A piece of black sail cloth from a funeral ship
06	A glass mermaid figurine	28	A necklace of colorful shells
07	A red feather that's warm to the touch	29	A circular black disk branded with a pirate mark
08	A vial of unknown, dark liquid	30	A hairpin of carved coral
09	A black pearl that resembles a skull	31	A fish hook made of jade
10	A medallion of unknown origin	32	A shell that, when you put your ear to it, sounds like a mighty storm
11	A shell of an rare sea creature	33	A polished orb of amber containing a living seahorse
12	A metal object, the use of which is unknown to you	34	A polished stone that rises in warm water and sinks in cold water
13	A quill from an unknown fish	35	A petrified egg belonging to an unknown sea creature
14	A rolled scrap of parchment, preserved within an airtight jar	36	A chunk of stone encrusted with tiny crystals
15	A wooden token stained black with blood	37	A small carved seahorse with a horn in the middle of its brow
16	A small statue of an unknown prince	38	A ring of coral imbedded with semi-precious stones
17	A piece of coral that changes color subtly, depending on your mood	39	A small net bag containing decorated seashells used for playing a game you don't know.
18	A wooden toy from the surface world, depicting an animal you've never seen	40	A stone turtle that shows no sign of being worked with tools
19	A black egg that glows with an inner golden light when you sing to it	41	A child's seal-skin coat
20	A small stone model of a castle. The same castle often appears in your dreams	42	A shark tooth pendant that belonged to a lost tribe of merfolk
21	A toy boat that doesn't float	43	A cup stolen from a sea giant
22	A whale tooth comb	44	A whistle shaped like an aboleth
		45	A crystal jellyfish, with a city visible within its dome. At night, the city sparkles with light

46	A badly rusted looking glass that shows you fleeting glimpses of a world above the waves	74	A barnacle encrusted boot
47	A broken trident shaft inscribed with a warrior's past deeds	75	A clockwork fish that swims around randomly when you wind it up
48	A single pearl earring	76	A steel hook pierced through a stone
49	A belt made of eel skin	77	A message in a bottle
50	A golden coin shaped like a fish	78	A compass that doesn't point North, but rather to some as yet unexplored location
51	An arrowhead made from a megalodon tooth	79	A sealed copper pot with miniature portholes in the sides
52	A fossilized starfish	80	A handkerchief with the initial M embroidered on it
53	A transparent clam shell	81	A sea sprite in a stoppered bottle
54	A lionfish mask	82	A treasure map carved into a plank of wood
55	A cowry shell vest	83	A length of chain, with each link engraved with the name of a doomed sailor
56	A dark colored egg of a sea monster	84	A coral ring that always feels wet
57	A small shard of a mirror that shows only impenetrable darkness	85	A smooth piece of night-black driftwood from unknown lands
58	A coral key shaped like a castle	86	A warrior's oath etched on a shard of shell
59	A nautilus shell helmet	87	A headdress of shells and bone from a merrow tribe
60	A spinefish needle	88	A dwarven cloak clasp
61	A doll made of red kelp	89	An idol of a forgotten sea deity
62	A sealed clam shell that will open if you can sing the right song to it	90	A petrified eel
63	A scallop shell hairpin	91	A mosaic tile inlaid with mother of pearl
64	A knight figurine made of sand. It doesn't dissolve in water	92	A set of panpipes made from the bones of a sea dragon
65	An inky black stone that is deathly cold to the touch	93	A glob of yellow and purple slime
66	A small stone statue of a hideous monster	94	An ornate jewelry box from a shipwreck
67	A miniature sea anemone garden within a clam shell	95	A glove made of a crab's shell
68	A chain of cleverly interlinked seashells	96	A metal flask bearing an etching of a great ship
69	A plaque from the hull of a gnomish submersible	97	A wooden hand from a ship's figurehead
70	Coral from the crown of an exiled merfolk king	98	A lacquered, sealed box. The inscription on the lid reads, "Do not expose contents to air"
71	A wooden crank handle from an unknown device	99	A bracelet made of dragon turtle egg shards
72	A fish-skin pouch of fossilized fish teeth marbles	100	A book, wrapped in oilskin, entitled, "Sea Phoenixes and other Rarities - A Field Guide"
73	A broken dagger made from the bill of a swordfish		



## CHAPTER 3: VEHICLES

Barnaby shuffled over to the hearth, then drew his tea-stained cup from his dressing gown pocket. The kettle was boiling over violently, causing the fire to hiss and smoke like some enraged elemental cat. Barnaby reached for the teapot lid, then snapped his burnt fingers back. Muttering curses and sucking his finger, he dug around in his pockets for his handkerchief, then lifted the kettle off its hook and set it down on the floor. He pulled a tea bag from his pocket, then lifted the kettle's lid gingerly.

Inside, a mighty galleon hammered a fleet of junks with a thunderous cannonade. Meanwhile, the cloud of steam floating around his head solidified into three sleek airships that buzzed past, hurling flaming missiles at one another. One was hit and exploded into flame, singing Barnaby's eyebrows.

The wizard blinked, and the vision was gone.

"Yes, indeed, very strong tea." He tossed the tea bag into the kettle along with the others, then walked over to open the shutters of his cottage. In the bay below, wind runners and junks were casting off their anchors, and Barnaby could hear the thudding of war drums.

"Right," he scratched the back of his neck, "time for takeoff." He clapped twice, and the ceiling of his cottage began to creak and open outwards. He moved over to a large chest in the center of the room and opened it. The large balloon inside began to inflate and rise, until it filled the space where the roof had been.

"Now, time for that tea."

Outside his window, the land began to fall away.

Barnaby was off.

This chapter includes full rules for vehicles, along with new ships, an updated airship, and ship upgrades. Whether you're travelling the high seas or the swirling winds above, you'll find a host of new options here.



### Vehicle Rules

Beautiful ships ply the oceans, travelling to distant lands in search of fame and fortune, while fantastical machines travel through the dark depths of the seas below. The following rules build on the rules for ships presented in the appendix of *Ghosts of Saltmarsh*, and include rules for traveling through the air, over the waves, on land, or underwater.

### Basic Statistics

A vehicle stat block has three main parts: basic statistics, components, and action options. Vehicles can't take any action on their own. Without effort from its crew, a vehicle might crash, veer off course, come to a stop, or careen out of control.

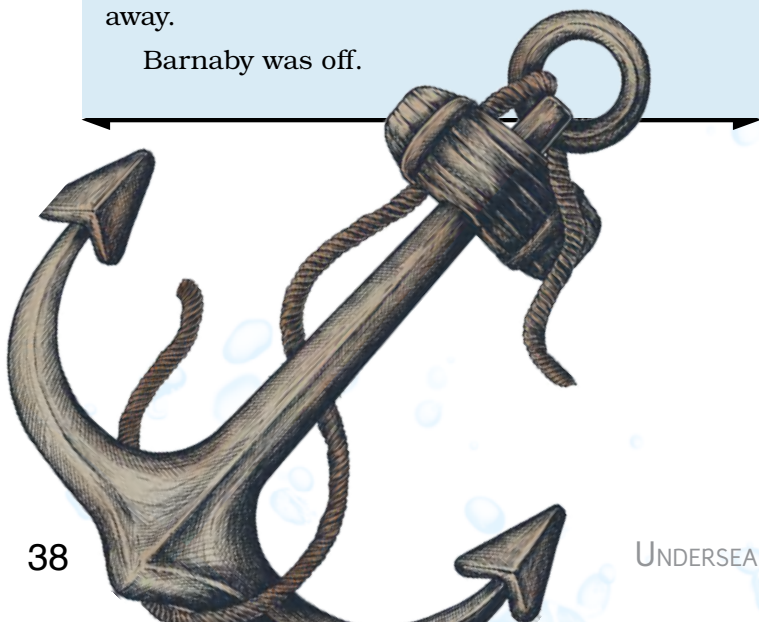
### Size

Most vehicles are Large, Huge, or Gargantuan. A vehicle's size category is determined by its length or width, whichever is longer. For instance, a vehicle that is 10 feet long and 20 feet wide would use the size category that has a 20-foot width, which means the vehicle is Gargantuan.

### Space

A vehicle doesn't have a square space unless its stat block specifies otherwise. For example, a vehicle that is 20 feet long and 10 feet wide occupies a 20-by-10-foot space.

A vehicle can't move into a space that is too small to accommodate it. If it tries to do so, it crashes, as described in the "Crashing a Vehicle" section.



## Capacity

A vehicle's stat block indicates how many creatures and how much cargo it can carry. Creatures include both the crew of the vehicle and any passengers who might ride along. Passengers don't generally engage in running a vehicle, by they also don't need to be mere bystanders.

Cargo capacity notes the maximum amount of cargo a ship can carry. A vessel can't move if its cargo exceeds this capacity. A waterborne vehicle might even start taking on water, while an airborne vehicle is unable to take off or begins losing altitude if it is suddenly overloaded in the air.

As a general rule of thumb, a vehicle can accommodate siege weaponry on a quarter of the space available on each deck or level, otherwise, its speed is halved. For example, a 10-foot by 20-foot vehicle could be equipped with two Medium sized siege weapons only.

## Travel Pace

A vehicle's travel pace determines how far the vehicle can move per hour and per day. A vehicle's movement-related components—described in the vehicle's stat block—determine how far the vehicle can move each round.

## Ability Scores

A vehicle has the normal six ability scores and the corresponding modifiers.

The Strength of a vehicle expresses its size and weight. Dexterity represents a vehicle's ease of handling. A vehicle's Constitution covers its durability and the quality of its construction. Vehicles usually have a score of 0 in Intelligence, Wisdom, and Charisma.

If a vehicle has a 0 in a score, it automatically fails any ability check or saving throw that uses that score.

## Vulnerabilities, Resistance, and Immunities

A vehicle's vulnerabilities, resistances, and immunities apply to all its components, unless otherwise noted in the stat block.

Vehicles are typically immune to poison and psychic damage. Vehicles are also usually immune to the following conditions: blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, and unconscious.

## Actions

This part of the stat block specifies what the vehicle can do on its turn, using its special actions rather than the action used by creatures. A vehicle relies on its actions to move, including moving under the power of its oars or creatures pulling it. It doesn't have a move otherwise. The vehicle's captain or driver decides which actions to use. A given action can be chosen only once during a turn.

## Components

A vehicle is composed of different components, each of which comprises multiple objects:

**Hull.** A vehicle's hull is its basic frame, on which the other components are mounted.

**Control.** A control component is used to steer a vehicle, such as a wagon's reins, a ship's rudder, or an airship's ailerons.

**Movement.** A movement component is the element of the vehicle that enables it to move, such as a set of sails or draft horses, and has a specific speed.

**Weapon.** A vehicle capable of being used in combat has one or more weapon components, each of which is operated separately.

A ship's components might have special rules as described in the stat block.

## Armor Class

A component has an Armor Class. Its AC reflects the materials used to construct it and any defensive plating used to augment its toughness.

## Hit Points

A vehicle component is destroyed and becomes unusable when it drops to 0 hit points. A vehicle is wrecked if its hull is destroyed.

A vehicle doesn't have Hit Dice.

## Damage Threshold

If a vehicle's component has a damage threshold, that threshold appears after its hit points. A component has immunity to all damage unless it takes an amount of damage equal to or greater than its threshold, in which case it takes damage as normal. Any damage that fails to meet or exceed the damage threshold is considered superficial and doesn't reduce the component's hit points.



# Converting Vehicles from the Dungeon Master's Guide

If you don't have access to *Ghosts of Saltmarsh*, you can convert vehicles from the Airborne and Waterborne Vehicles table in chapter 5 of the *Dungeon Master's Guide* using these guidelines below. This is not an exact science, but by following these principles, the rules above, and the statistics in the *Dungeon Master's Guide*, you'll arrive at a playable and balanced vehicle that is more detailed than its core rulebook counterpart.

## Size and Space

The vehicle's space is largely up to your discretion, and your choice will affect the vehicle's size category. Vehicles vary a great deal in size. One wagon might be longer than another, and one junk might dwarf a smaller one, so the sizes and spaces given in *Ghosts of Saltmarsh* could be considered averages for vehicles of their kind. You're free to deviate from the examples given there to meet your own needs.

## Speed and Capacity

The vehicle's speed, crew, passengers, and cargo can be found in the Airborne and Waterborne Vehicles table in chapter 5 of the *Dungeon Master's Guide*. Note that the travel pace of ships in *Ghosts of Saltmarsh* is generally higher than the speed given in the *Dungeon Master's Guide*. A vehicle's 'miles per day' is equal to its speed x 24.

## Armor Class

A component's Armor Class can be determined using the Airborne and Waterborne Vehicles table in chapter 5 of the *Dungeon Master's Guide*. A vehicle's hull has the same Armor Class, hit points, and damage threshold as stated in its entry in the table. Other components have a higher or lower Armor Class depending on how exposed or protected they are, and typically vary between 2–3 points from the Armor Class given in the table.

## Hit Points

A component's hit points can be determined using the Airborne and Waterborne Vehicles table in the *Dungeon Master's Guide*. The vehicle's hull has the same hit points as those listed in the table. A helm control component typically has 50 hit points, while oars have 25, and reins have 10.

## Damage Threshold

A vehicle's hull has a damage threshold if one is listed in the Airborne and Waterborne Vehicles table. Exposed vehicles, such as rowboats, open carts, and air vehicles don't have a damage threshold.

# Airships and Ships

Two new ships are detailed here, along with statistics for an airship, as converted from the *Dungeons Master's Guide* using the guidelines above.

## Airship

The airship uses a gas-filled balloon to rise into the air. A propeller powers the airship through the sky. A 5-foot wide deck surrounds the airship's bridge and cabins. Passenger cabins and the ship's hold are located below deck.

**Air Balloon.** The air balloon is 75-feet long and 20-feet in diameter. Ropes, one every 5 feet of the deck's length, connect the air balloon to the deck.

**Ceilings.** Ceilings in the cabins and bridge are 8 feet high with 6 feet high doorways.

**Footlockers.** Footlockers on the airship are iron and have AC 19, 18 hit points, and immunity to poison and psychic damage.

**Light.** Lanterns throughout the airship provide bright light.

**Propellers.** The airship has two propellers at the stern of the ship. Each propeller deals 1d8 slashing damage to any creature that touches them.

**Rigging.** The airship's rigging around the air balloon can be climbed without an ability check.

**Rudder.** The airship is steered by a canvas rudder that directs the air from the propellers to change course.

## Airship

*Gargantuan vehicle (75 ft. by 20 ft.)*

**Creature Capacity** 10 crew, 20 passengers.

**Cargo Capacity** 1 ton

**Travel Pace** 8 miles per hour (192 miles per day)

STR 14 (+2) DEX 7 (−2) CON 10 (+0) INT 0 WIS 0 CHA 0

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

### Actions

On its turn, the airship can take 3 actions, choosing from the options below. It can take only 2 actions if it has fewer than ten crew and only 1 action if it has fewer than five. It can't take these actions if it has no crew.

**Fire Ballistas.** The airship can fire its **ballistas** (see *Siege Weapons*)

**Move.** The airship can use its helm to move with its propeller and air balloon, as one action.

### Hull

**Armor Class** 13

**Hit Points** 300

### Control: Helm

**Armor Class** 15

**Hit Points** 50

Move up to the speed of one of the ship's movement components, with one 90-degree turn. If the helm is destroyed, the airship can't turn.

### Movement: Air Balloon

**Armor Class** 10

**Hit Points** 20; The airship loses 5 ft. of altitude for every 5 points of damage taken, per turn.

**Speed (air)** 10 ft. up or down.

### Movement: Propeller

**Armor Class** 12

**Hit Points** 20; −10 ft. speed per 5 damage taken

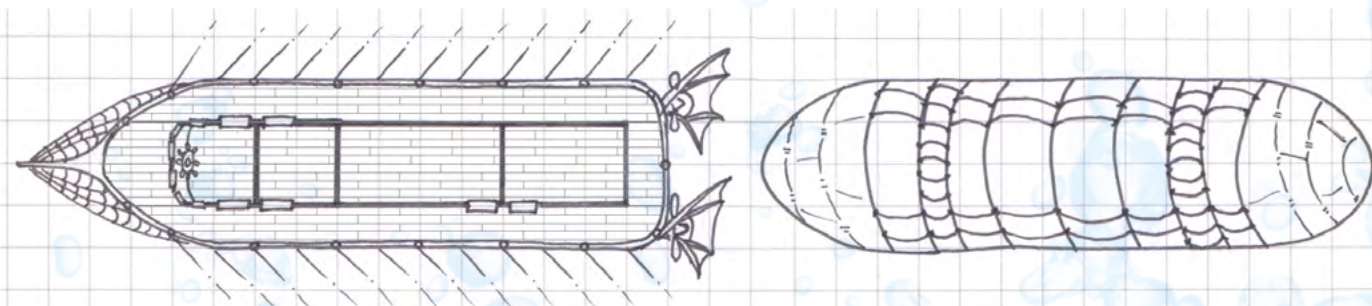
**Speed (air)** 40 ft.; 20 ft. while sailing into the wind; 60 ft. while sailing with the wind

### Weapons: Ballistas (2)

**Armor Class** 15

**Hit Points** 50 each

*Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.





## Breeze Runner

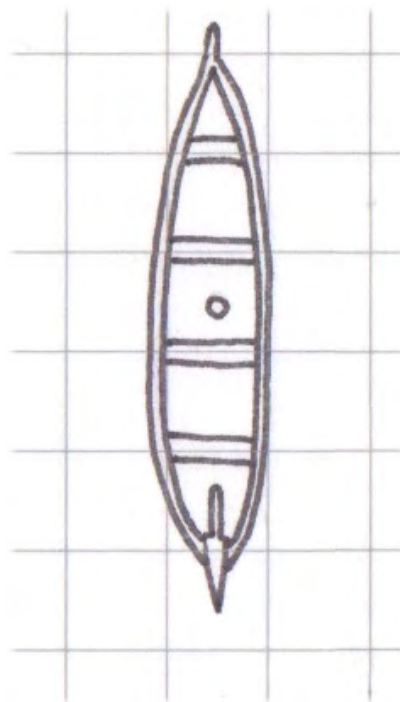
The breeze runner glides across the water, seemingly floating above the water's surface. These flat bottomed boats are light, fast, and can navigate shallow rivers. They are prized by smugglers and pirates alike, because they are easy to conceal in hidden coves and outpace larger ships.

**Light.** Two lanterns, one at the prow and one at the stern, illuminate the deck with bright light.

**Rigging.** The ship's rigging consists of knotted ropes which require a successful DC 10 Strength (Athletics) or Dexterity (Acrobatics) check to climb.

**Rudder.** The breeze runner is steered by a wooden rudder that uses the water passing below the ship to steer.

**Sails.** The breeze runner has one 15-foot tall mast with sails that can be used to sail the ship.



### Breeze Runner

*Gargantuan vehicle (25 ft. by 5 ft.)*

**Creature Capacity** 1 crew, 4 passengers.

**Cargo Capacity** 1/5 ton

**Travel Pace** 10 miles per hour (240 miles per day)

**STR** 11 (+0) **DEX** 8 (–1) **CON** 11 (+0) **INT** 0 **WIS** 0 **CHA** 0

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

#### Actions

On its turn, the breeze runner can take 1 action. It can't take any actions if it has no crew.

**Move.** The breeze runner can use its helm to move with its sails.

#### Hull

**Armor Class** 11

**Hit Points** 50

#### Control: Helm

**Armor Class** 16

**Hit Points** 50

Move up to the speed of one of the ship's movement components, with one 90-degree turn. If the helm is destroyed, the breeze runner can't turn.

#### Movement: Sails

**Armor Class** 11

**Hit Points** 50; –10 ft. speed per 25 damage taken

**Speed (water)** 35 ft.; 10 ft. while sailing into the wind; 60 ft. while sailing with the wind

## Junk

This ocean going boat has batten sails that resemble dragon wings, and is much larger than the flat-bottomed, river going ships of the same name. It has a long cabin at the back of the ship, with space below deck for additional crew and cargo.

**Ceilings.** Ceilings in the cabin and hold are 8 feet high with 6 feet high doorways.

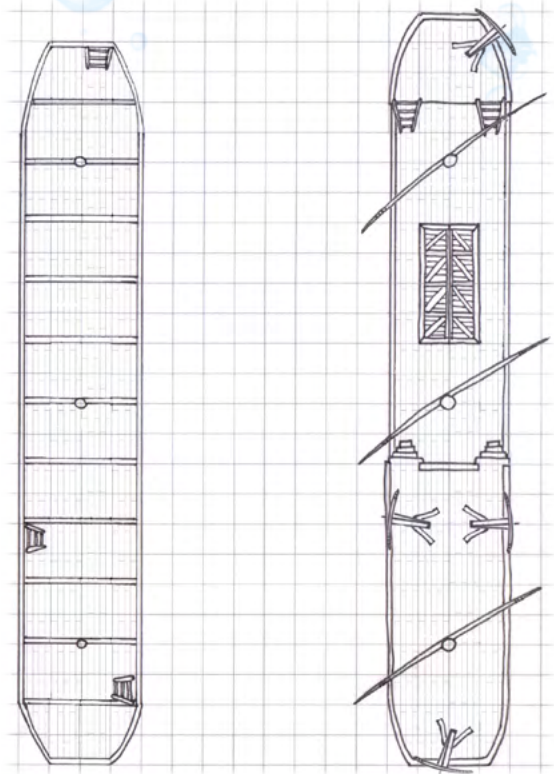
**Footlockers.** Footlockers on the ship are wood and have AC 14, 10 hit points, and immunity to poison and psychic damage.

**Light.** Lanterns throughout the ship provide bright light.

**Rigging.** The junk's rigging can be climbed without an ability check.

**Rudder.** The ship is steered with a large wooden rudder mounted at the back of the ship.

**Sails.** The junk has three 35-foot tall masts with sails that can be used to sail the ship.



## Junk

*Gargantuan vehicle (130 ft. by 20 ft.)*

**Creature Capacity** 80 crew, 40 passengers.

**Cargo Capacity** 150 tons

**Travel Pace** 4 miles per hour (96 miles per day)

STR 24 (+7) DEX 4 (−3) CON 20 (+5) INT 0 WIS 0 CHA 0

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

## Actions

On its turn, the junk can take 3 actions, choosing from the options below. It can take only 2 actions if it has fewer than forty crew and only 1 action if it has fewer than twenty. It can't take these actions if it has no crew.

**Fire Ballistas.** The junk can fire its **ballistas** (see *Siege Weapons*)

**Move.** The junk can use its helm to move with its sails.

## Hull

**Armor Class** 15

**Hit Points** 500 (damage threshold 20)

## Control: Helm

**Armor Class** 16

**Hit Points** 50

Move up to the speed of one of the ship's sails, with one 90-degree turn. If the helm is destroyed, the junk can't turn.

## Movement: Sails

**Armor Class** 12

**Hit Points** 100; −10 ft. speed per 25 damage taken

**Speed (water)** 35 ft.; 15 ft. while sailing into the wind; 50 ft. while sailing with the wind

## Weapons: Ballistas (4)

**Armor Class** 15

**Hit Points** 50 each

**Ranged Weapon Attack:** +6 to hit, range 120/480 ft. one target. **Hit:** 16 (3d10) piercing damage.



# Ship Upgrades

*Ghosts of Saltmarsh* provides superior ship upgrades which are often magical in nature. The following upgrades include magical and nonmagical upgrades, and a price is given for each.

An upgrade requires 1d4 weeks of work if it costs more than 8,000 gold pieces, or 1 day for every 1,000 gold pieces it costs. During that time, the ship must remain in port. If the ship leaves, the work must start over, but you don't need to pay the gold piece cost a second time.

## Hull Upgrades

Any ship with a hull can gain the following upgrades, up to a total cost of 15,000 gold pieces. In some cases, an upgrade also provides a benefit to the ship's other components or crew.

### Magical Prow Eyes

**Price** 2,000 gp

A spellcaster can paint fearsome magical eyes on the prow of a ship. If the ship crashes, it has advantage on the Constitution saving throw to avoid taking damage to its hull.



### Ram

**Price** 450 gp

The hull is fitted with a sturdy ram of wood bound in metal. The ship adds its Strength modifier to the size damage it inflicts to creatures or objects that crash into its front.

### Shield Railing

**Price** 30 gp

The crew or a shipwright can secure shields along the gunwales of the ship. This upgrade costs 30 gold pieces for every 5 feet of the ship's length, and includes two shields, for the port and starboard sides of the ship. Crew within 5-feet of the ship's railing gain the usual +2 bonus for using a shield against attacks made from outside of the ship. A shield can be removed or replaced as an action.

## War Dressing

**Price** 500 gp

The crew can paint designs on the prow and sides of the ship, fly intimidating flags, and add false weapons to the ship. The crew of the ship gain a +2 bonus to Charisma (Intimidate) skill checks made against the crew of an enemy ship that can see their ship.

## Movement Upgrades

Each movement upgrade applies to a specific movement type. A component can gain the benefits of one upgrade.

### Funerary Black Sails

**Price** 1,000 gp

These black sails denote a funeral ship or one carrying disease. A crew attacking or attempting to board a ship with funerary black sails must succeed on a DC 14 Wisdom saving throw or has disadvantage on attack rolls and skill checks made against the ship and its crew.

### Kite Sails

**Price** 5,000 gp

A ship that moves with sails and is Huge or larger can be equipped with kite sails. If the ship is sailing with the wind, kite sails can be deployed by the crew using one of the ship's actions. Kite sails add 10 feet per round to the ship's speed and 1 mile per hour to the ship's travel pace. Gale force winds or turning while kite sails are deployed destroys them. Taking kite sails down takes 10 minutes.

### Magical Balloon

**Price** 15,000 gp

This magical force is wrapped in canvas, making it appear as a regular air balloon. This balloon does not begin to lose altitude if it is damaged, but is destroyed if it enters an area of anti-magic. The magical force counts as a 6th level spell.

### Reinforced Oars

**Price** 100 gp

These oars are reinforced with ironwood. The ship's oars gain a damage threshold of 5. Every oar on the ship must be reinforced to gain this bonus, and the cost is 100 gold pieces per oar.

## Weapon Upgrades

The following upgrades can apply to any weapon mounted aboard a ship. A component can gain the benefits of any number of upgrades included below.

### Ammunition Hopper

**Price** 500 gp

The weapon has an ammunition hopper that contains 10 pieces of ammunition. A creature can load the hopper with one piece of ammunition, as an action. This upgrade cannot be used with weapons that use gunpowder, flammable liquid, or do not require a reload action.

### Calibrated Targeter

**Price** 250 gp

This complex system of targeting sights is designed to account for the distance to the target, wind factor, roll of the ship, and ship's speed to ensure better accuracy, but it is difficult to operate. A creature can use the calibrated targeter as an action. It must succeed at a DC 18 Intelligence (Investigation) check to gain a +4 bonus on its attacks with the weapon. They can confer this bonus to an ally who is aiming the weapon as a reaction, but the bonus is lost if the target or the firing ship moves before the weapon is fired. This upgrade cannot be used with a naval ram.

### Deck Chains

**Price** 50 gp

The weapon is fixed to the ship's deck with chains, which can be unlocked and resecured, so that the weapon can be set up elsewhere on the ship. This upgrade cannot be used with a naval ram.

### Gyro-Stabilized Platform

**Price** 2,000 gp

This platform automatically adjusts to compensate for the roll of the ship on the sea. A weapon with a gyro-stabilized platform adds +2 to its attack rolls. The weapon must be mounted on the ship's deck to use a gyro-stabilized platform.

## Miscellaneous Upgrades

The following upgrades don't apply to a specific element of the ship. A ship can use any number of them, but it can gain a specific upgrade only once.

### Deep Modification

**Price** 45,000 gp

The ship's hull and deck is rebuilt, making the ship able to withstand the pressure of travelling under water. The ship is also fitted with mechanical flippers or propulsion rotors for pushing the ship through the water, as described in the movement component below. This modification includes hull and movement modifications, and any previous modifications to those parts of the ship are lost. The ship can travel underwater to a depth of 40 feet.

#### Movement: Flippers or Rotors

**Armor Class** 12

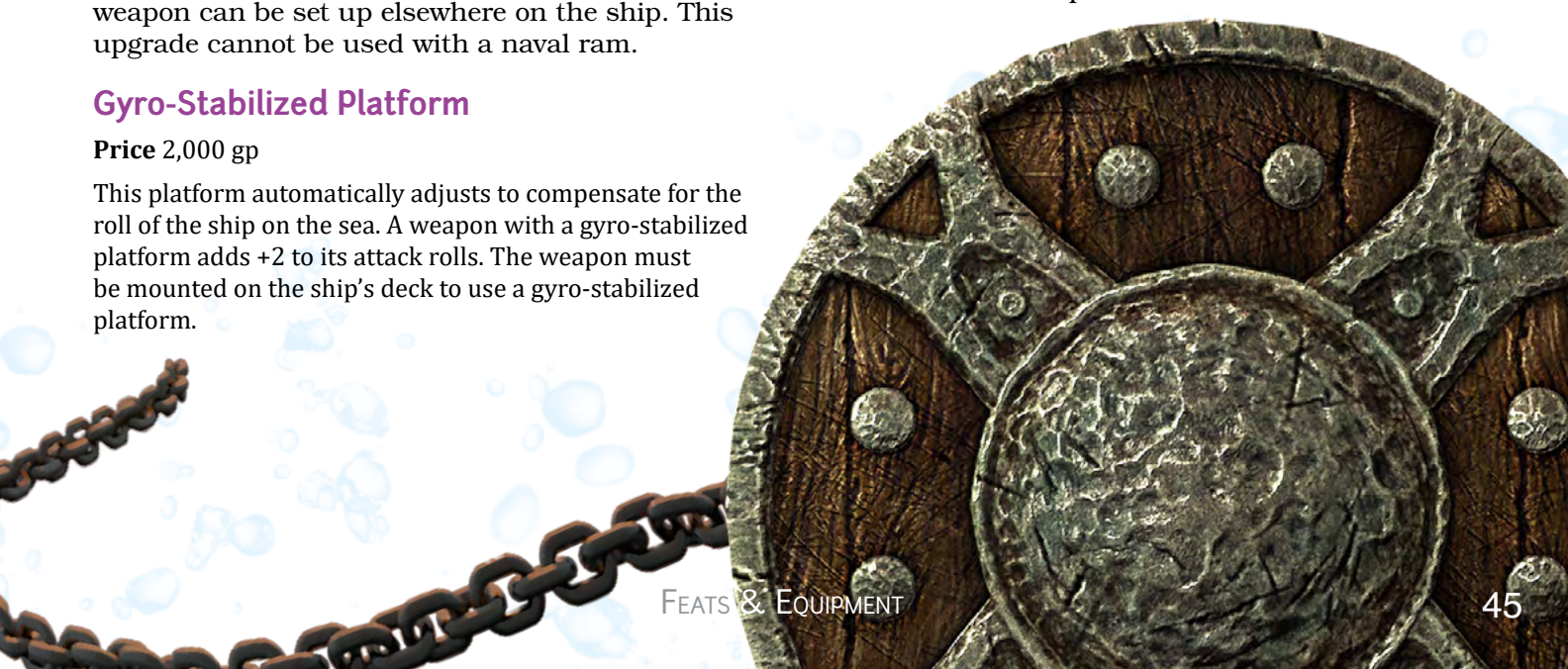
**Hit Points** 50; -10 ft. speed per 25 damage taken

**Speed (water)** 30 ft. and 10 ft. up or down.

### Fire Retardant

**Price** 2,000 gp

A shipwright or crew member can apply fire retardant to the ship's hull, decking, and sails. An application of fire retardant grants the ship immunity to fire damage against the next 1d4 attacks that would deal fire damage. The DM rolls this number and keeps it secret.



## CHAPTER 4: ATLANTEAN INVENTIONS

Atlantean inventions are wondrous creations which have ensured the survival of the Atlantean race (*Undersea Sourcebook: Race & Class Guide*) below the waves. These may be spectacular artifacts, waiting to be rediscovered deep in the halls of a sunken city. The following Atlantean inventions can be constructed by Atlanteans with sufficient knowledge of the invention, or by another character who has been taught the secrets of a specific invention's construction.

### Learning and Building Atlantean Inventions

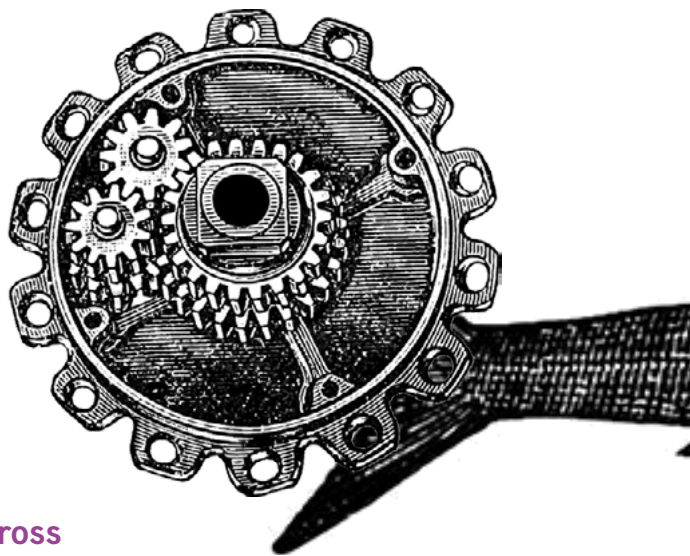
The following optional rules can be used for learning schematics and building inventions. If you're the Dungeon Master, you might decide to allow a character to learn an invention's schematic if they spend some downtime learning from a character who knows how to build the invention already.

Building an Atlantean invention takes a number of days of downtime, raw materials worth a certain amount of gold, and a successful Intelligence check. You must spend the gold for raw materials at the start of the downtime. When you've spent the required number of days working on the project, attempt the Intelligence check listed in the invention's stat block under construction. If you succeed, you complete the invention. If you fail, you may spend half of the original raw material cost in gold and half of the original downtime to try again. You may continue this until you succeed or abandon the project.

Teaching someone how to construct an Atlantean invention, and the schematics detailing the invention, has the same requirements as its construction, since the teacher must show the student how the invention is built. At the end of this process, if the check is successful, the student must succeed on an Intelligence check of their own, with the DC equal to that of the construction requirement, to learn the invention. If they fail, then the process must be started again from the beginning and requires the full cost to be paid again.

### Atlantean Inventions

Atlantean inventions include all manner of fantastical vehicles and devices that are rarely even heard of in legend, much less seen by those who dwell on the surface of Toril. Even Atlantean characters have limited access to these inventions, and the DM should use them as rewards fitting to an underwater campaign.



#### Albatross

This harness has two long wings which can be locked into the open or closed position as an action. You can use an albatross to rise 30 feet into the air per turn, as an action, by succeeding on a DC 15 Dexterity (Acrobatics) check in a moderate wind, or a DC 20 check in a strong wind. You can allow the wind to move you in the direction it is travelling, as a bonus action, by succeeding on a DC 12 Dexterity (Acrobatics) check. If you fail the check, you fall. If you fall while wearing the albatross, you take no falling damage if you succeed on a DC 15 Dexterity saving throw. An Atlantean can use their inner spark ability to power an albatross, causing the wings to flap, which reduces all DCs listed above by 4.

#### Construction

**Downtime** 4 days; **Cost** 2,000 gp; **Intelligence DC** 17

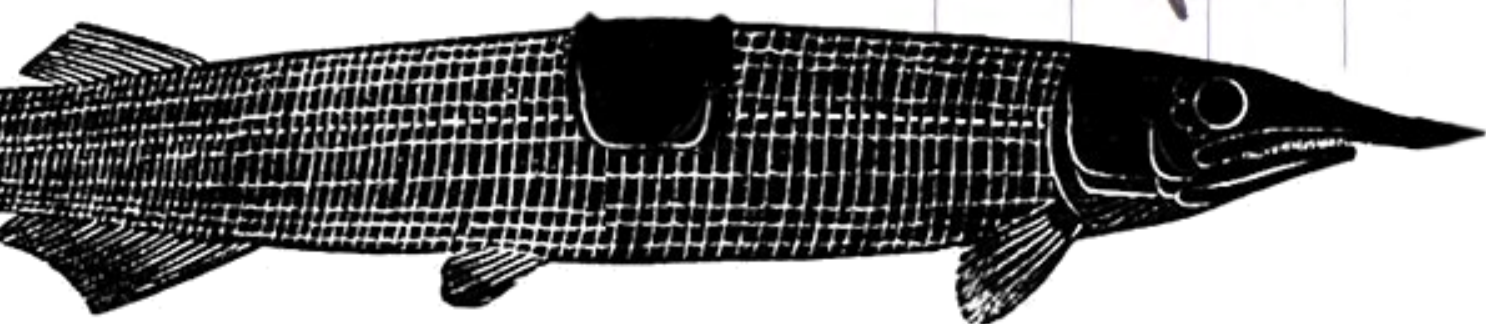
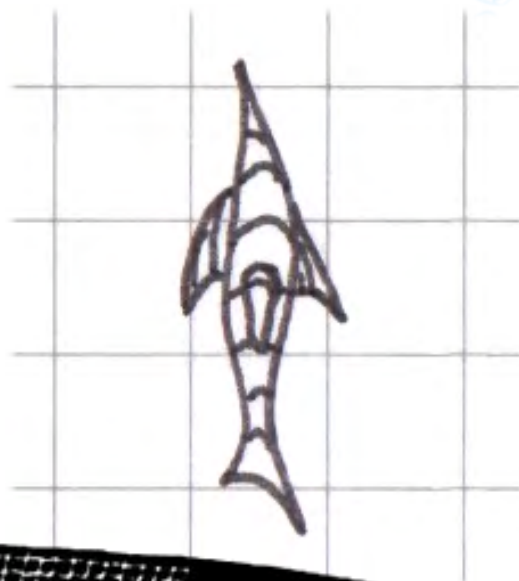
#### More Atlantean Inventions

For the Atlantean gills, Atlantean ray, Atlantean tail, and diving bell, see the *Undersea Sourcebook: Race & Class Guide*.



## Barracuda

This fish shaped vehicle has a seat just in front of the long metal dorsal fin.



## Barracuda

*Huge vehicle (15 ft. by 5 ft.)*

**Creature Capacity** 1 crew

**Cargo Capacity** 50 lb.

**Travel Pace** 5 miles per hour (120 miles per day)

**STR** 16 (+3) **DEX** 18 (+4) **CON** 14 (+2) **INT** 0 **WIS** 0 **CHA** 0

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

## Actions

On its turn, the barracuda can take 1 action, choosing from the options below. It can't take these actions if it has no crew.

**Move.** The barracuda can use its levers to move with its tail.

## Hull

**Armor Class** 10

**Hit Points** 50 (damage threshold 5)

## Control: Levers

**Armor Class** 12

**Hit Points** 10

Move up to the barracuda's speed, with two 90-degree turns. If the levers are destroyed, the barracuda can't turn.

## Movement: Tail

**Armor Class** 12

**Hit Points** 30;

**Speed (water)** 55 ft.

## Construction

**Downtime** 12 days; **Cost** 120,000 gp; **Intelligence DC** 16

## Guardian

This stone statue comes alive when powered with Atlantean magic, and tirelessly defends those who activated it with no regard for its own safety. Six Atlanteans can use their inner spark ability to charge the guardian. It takes 10 minutes to fully charge the guardian. After the guardian is charged, it can be activated as an action by any of the characters that charged it and runs for 1 hour or it becomes inactive.

### Construction

**Downtime** 6 months; **Cost** 60,500 gp; **Intelligence DC** 22

## Guardian

*Large construct, unaligned*

**Armor Class** 17 (natural armor)

**Hit Points** 178 (17d10 + 85)

**Speed** 30 ft.

**STR** 22 (+6) **DEX** 9 (–1) **CON** 20 (+5) **INT** 3 (–4) **WIS** 11 (+0) **CHA** 1 (–5)

**Damage Immunities** poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 120 ft., passive Perception 10

**Challenge** 10 (5,900 XP)

**Magic Weapons.** The guardian's weapon attacks are magical.

**Morph.** The guardian can use an action to morph into a shark-like form. It loses its base speed and gains a swimming speed of 40 feet. It replaces both slam attacks with a single bite attack that deals 22 (3d10 + 6) bludgeoning damage.

### Actions

**Multiattack.** The guardian makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

**Eye Beam (Recharge 5-6).** The guardian fires a 40 feet long and 5 feet wide line of lightning. Each creature in that line must make a DC 15 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.



## Octopus Harness

This harness has 8 telescopic metal tentacles that strap to the users back. An Atlantean can use their inner spark ability to power and control the octopus harness. A powered octopus harness gives you a base speed of 40 feet and a climbing speed of 30 feet. You can, as an action, make a melee attack with two of the tentacles, with a reach of 15 feet. The target creature must succeed of a DC 14 Dexterity saving throw or it is grappled (escape DC 14). You can grapple no more than two Medium creatures or three Small creatures. An octopus harness cannot be worn in conjunction with medium or heavy armor. You can use the octopus harness to hold small items, but not to manipulate them.

### Construction

**Downtime** 8 days; **Cost** 4,250 gp; **Intelligence DC** 18

## Explorer Ray

This palm-sized ray is made of beautifully worked bronze and glass, with a large sphere of amber set in the center of it. Each explorer ray comes with an amber-tinted monocle which can be stored within the explorer ray. An Atlantean can use their inner spark ability to move the ray as if the explorer ray had a swimming speed of 20 feet. As an action, you can see through the monocle as if you were in the same space as the explorer ray. If the explorer ray is further than 50 feet from you it stops moving and the monocle ceases to work until you are within 50 feet of the explorer ray again. Only normal vision works through the ray's magical link to the monocle, darkvision and other special senses do not function.

### Construction

**Downtime** 6 days; **Cost** 1,850 gp; **Intelligence DC** 14

## Frog Hopper

This small vehicle resembles a frog, with two forelegs and a set of powerful back legs built for jumping. The frog hopper can travel on land by making short hops, and is also a powerful swimmer. A series of levers drive the frog hopper, and there is a seat built into its back for the pilot.

**Crystal Key Slot.** The frog hopper requires an Atlantean power crystal to function. The crystal gives it enough power to operate for 10 minutes, but an Atlantean can keep the frog hopper running indefinitely by using their inner spark ability.



## Frog Hopper

*Large vehicle (10 ft. by 10 ft.)*

**Creature Capacity** 1 crew

**Cargo Capacity** 50 lb.

**Travel Pace** 4 miles per hour (96 miles per day)

**STR** 16 (+3) **DEX** 14 (+2) **CON** 14 (+2) **INT** 0 **WIS** 0 **CHA** 0

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

### Actions

On its turn, the frog hopper can take 1 action, choosing from the options below. It can't take these actions if it has no crew.

**Move.** The frog hopper can use its levers to move with its legs.

### Hull

**Armor Class** 10

**Hit Points** 50 (damage threshold 5)

### Control: Levers

**Armor Class** 12

**Hit Points** 10

Move up to the speed of the frog hopper's land or water speed, with two 90-degree turns. If the levers are destroyed, the frog hopper can't turn.

### Movement: Legs

**Armor Class** 12

**Hit Points** 25;

**Speed (land)** 40 ft.; The frog hopper doubles its Strength score for the purposes of calculating its jump distance and height.

**Speed (water)** 40 ft.

### Construction

**Downtime** 6 days; **Cost** 60,000 gp; **Intelligence DC** 16



## Nautilus

This long underwater vehicle resembles a prehistoric cuttlefish, with a long, sharp ram set into her prow. Two turbines push the nautilus silently through the water.

**Ceiling.** The ceiling of the bridge is 8 feet high.

**Light.** Magical glowing orbs cast bright light throughout the nautilus. Two bullseye lanterns mounted outside the Nautilus cast bright light in a 60-foot cone and dim light for an additional 60 feet in front of the Nautilus.

**Portholes.** Small portholes set into the walls allow creatures to look outside of the nautilus. The portholes in the galley and bridge can be opened when the nautilus has surfaced. A Tiny creature can fit through an open porthole.

## Bridge

The bridge contains the nautilus's helm. Twenty small portholes dot the forward bulkhead, allowing the crew to see out.

**Hatch.** There is a water-tight, 5-foot wide hatch in the center of the ceiling, with a ladder leading up to it.

**Periscope.** The periscope can be raised 10 feet above the nautilus, to allow a creature to observe around the nautilus in any direction except up or down.

## Galley

The galley is outfitted for preparing meals. The crew eat here, at a long table fixed in the center of the space, taking it in turns to eat while the other half of the crew maintain their stations.

## Quarters

**Hammocks.** Rows of hammocks fill this space, while cabinets for the crew's belongings line the walls.

## Captain's Quarters

The captain's quarters contain a desk, couches, and cabinets. A bed is concealed behind an expensive curtain at the back of the cabin.

## Hold

The hold contains the crew's provisions and supplies and equipment for the nautilus's current expedition.

**Crane.** A crane set on rails is suspended from the ceiling of the hold. A creature can use this to lift items twice their normal lifting capacity.

**Loading Bay.** A ten-foot wide door is located in the port side of the hull.

## Engine Room

The engine room is a cramped space filled with the mechanical components and engines that drive the nautilus.

**Crystal Core.** A bank of 48 Atlantean power crystals powers the nautilus, giving it enough power for 8 hours of operation. A creature can place a rare magical item into a vat connected to the crystal core to repower two crystals, which consumes the magical item. A very rare or legendary magical item repowers 20 crystals.



## Nautilier

*Gargantuan vehicle (100 ft. by 20 ft.)*

**Creature Capacity** 20 crew, 10 passengers

**Cargo Capacity** 50 tons

**Travel Pace** 5 miles per hour (120 miles per day)

STR 24 (+7) DEX 6 (−2) CON 20 (+5) INT 0 WIS 0 CHA 0

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

### Actions

On its turn, the nautilier can take 3 actions, choosing from the options below. It can take only 2 actions if it has fewer than twenty crew and only 1 action if it has fewer than ten. It can't take these actions if it has fewer than three crew.

**Move.** The nautilier can use its helm to move with its turbines. As part of this move, it can use its naval ram.

### Hull

**Armor Class** 15

**Hit Points** 600 (damage threshold 20)

### Control: Helm

**Armor Class** 17

**Hit Points** 50

Move up to the speed of one of the ship's movement components, with one 90-degree turn. If the helm is destroyed, the nautilier can't turn.

### Movement: Turbines

**Armor Class** 15

**Hit Points** 50; −15 ft. speed per 25 damage taken

**Speed (water)** 35 ft.

### Weapons: Naval Ram

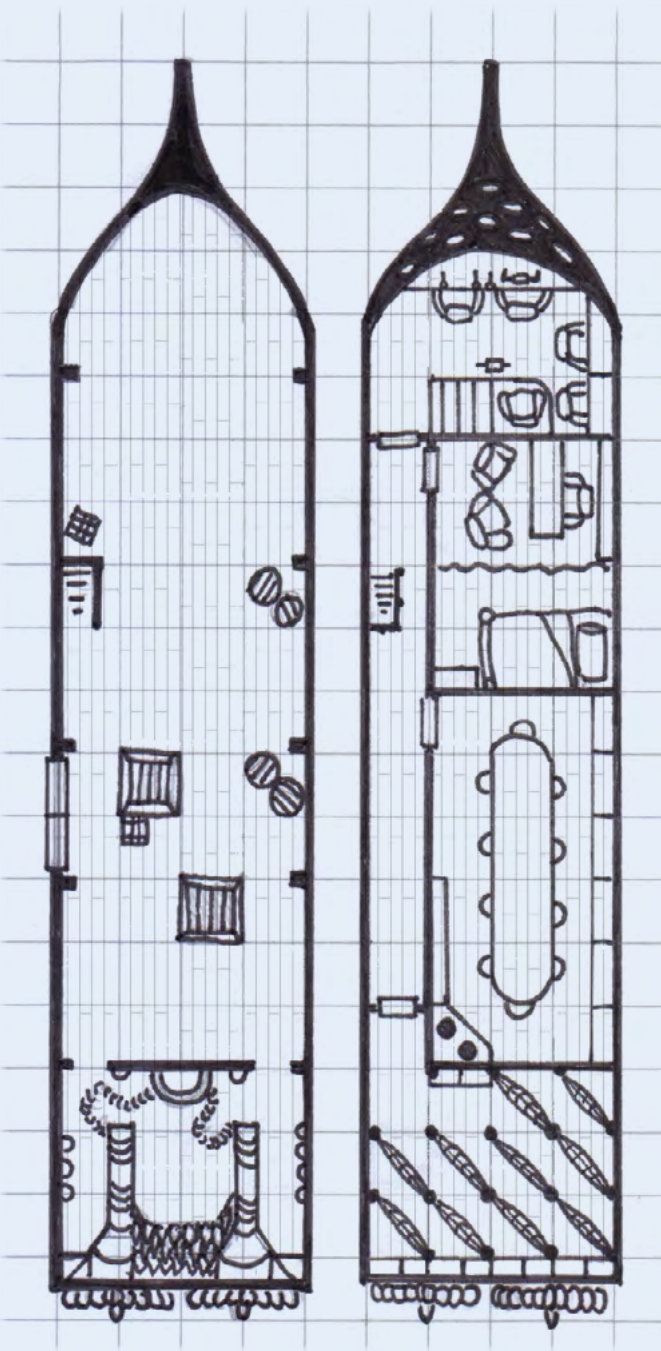
**Armor Class** 20

**Hit Points** 100 (damage threshold 10)

The nautilier has advantage on all saving throws relating to crashing when it crashes into a creature or an object. Any damage it takes from the crash is applied to the naval ram rather than to the ship. These benefits don't apply if another vessel crashes into the nautilier.

### Construction

**Downtime** 120 days; **Cost** 6,000,000 gp; **Intelligence DC** 20





## Nautilus Drill

This massive shell of iron is powered along by long metal tentacles. Able to drill through solid rock and dive to great depths, the nautilus drill is unmatched in its ability to explore the oceans.

**Ceiling.** The cabin of the nautilus drill is 6 feet high.

**Drill.** The drill cuts through 10 feet of rock each round, creating a tunnel 10 feet in diameter. A creature that comes in contact with the drill while it is moving takes 2d10 slashing damage.

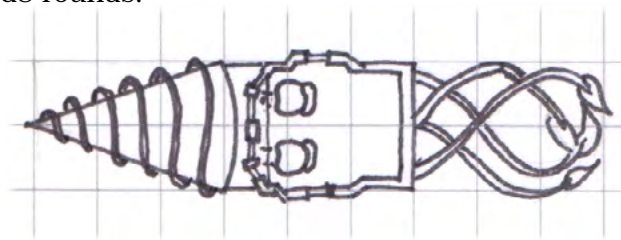
**Light.** The cabin of the nautilus drill has lamps that provide bright light. Two bullseye lanterns mounted outside the cabin cast bright light in a 60-foot cone and dim light for an additional 60 feet in front of the nautilus drill and illuminate the drill.

**Periscope.** The periscope can be raised 10 feet

above the nautilus drill, to allow a creature to observe around the nautilus drill in any direction except up and down.

**Propulsion Tentacles.** Four propulsion tentacles extend from the back of the ship. They are 15 feet long.

**Hatch.** A 2-foot wide, watertight hatch (AC 19, 10 hit points) is located in the ceiling of the nautilus drill. A rope ladder in the cabin leads up to the hatch. If the hatch is opened or destroyed, the cabin begins to flood. It is completely flooded after 1d8 rounds.



## Nautilus Drill

*Gargantuan vehicle (30 ft. by 10 ft.)*

**Creature Capacity** 2 crew, 4 passengers

**Cargo Capacity** 1 ton

**Travel Pace** 3 miles per hour (72 miles per day)

**STR** 14 (+2) **DEX** 9 (–1) **CON** 10 (+0) **INT** 0 **WIS** 0 **CHA** 0

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

### Actions

On its turn, the nautilus drill can take 2 actions, choosing from the options below. It can take only 1 action if it has fewer than 1 crew. It can't take these actions if it has no crew.

**Move.** The nautilus drill can use its helm to move with its propulsion tentacles. As part of this move, it can use its drill.

### Hull

**Armor Class** 15

**Hit Points** 100 (damage threshold 10)

### Control: Helm

**Armor Class** 14

**Hit Points** 50

Move up to the speed of one of the ship's movement components, with one 90-degree turn. If the helm is destroyed, the nautilus drill can't turn.

### Movement: Propulsion Tentacles

**Armor Class** 14

**Hit Points** 100; –5 ft. speed per 20 damage taken

**Speed (water)** 25 ft.; 15 ft. up or down

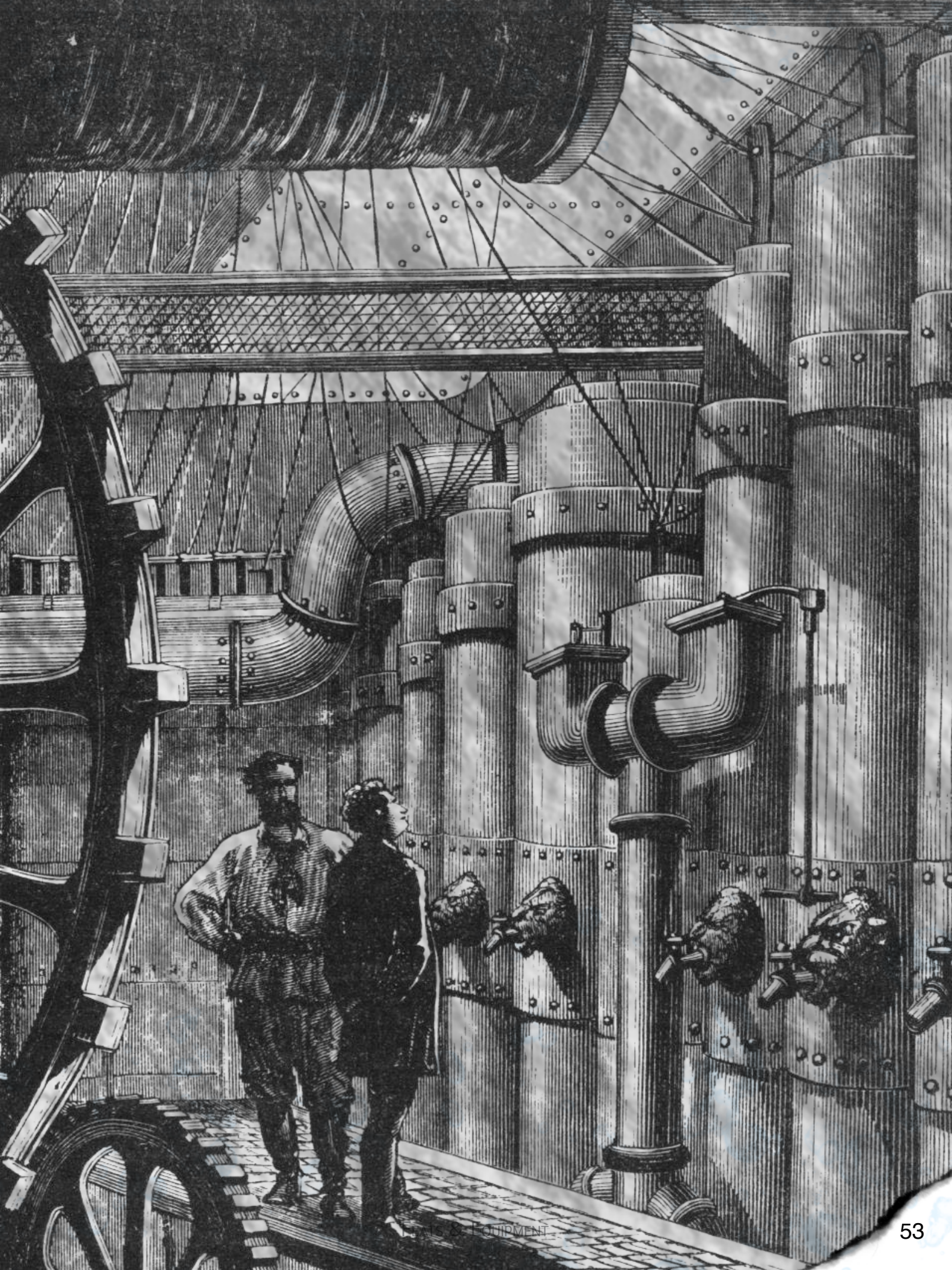
### Weapons: Drill

**Armor Class** 20

**Hit Points** 100 (damage threshold 10)

The nautilus drill has advantage on all saving throws relating to crashing when it crashes into a creature or an object. Any damage it takes from the crash is applied to the drill rather than to the ship. These benefits don't apply if another vessel crashes into the nautilus drill. The drill deals an additional 2d10 crash damage.







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